

Subject : Programming (I)
 Weekly Hours : Theoretical: 1 UNITS: 3
 Tutorial:

موضوع : برمجة (1)
 الساعات الأسبوعية: نظري: 1 الوحدات: 3
 مناقشة:

Experimental : 1

عملي: 1

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Chapter 1 - Introduction to computer

Chapter 1 (Introduction to computer)

A Computer components is divided mainly into :

1 – Hardware

2 – software

1 – Hardware :

a – Input units (I/U)

Examples : Keyboard
Mouse
Microphone.

b – Main memory (Ram)

c – Central Processing Unit (CPU)

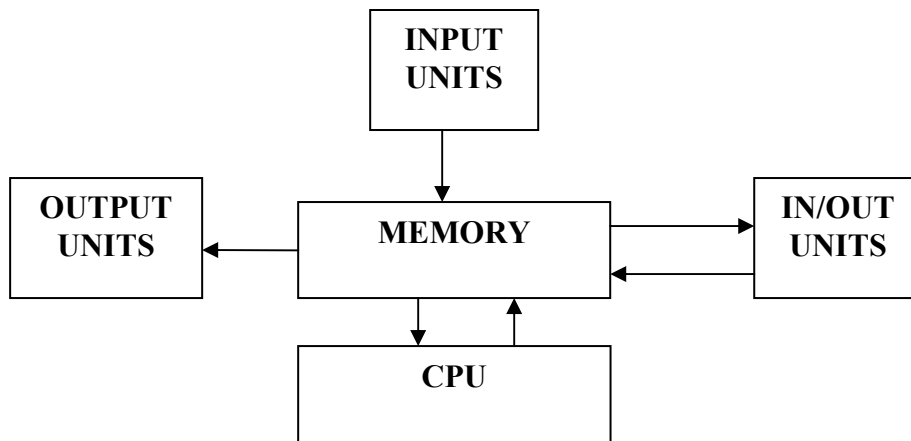
d – Output Units

Examples : Monitor
Printer
Speakers

E – Secondary memory (input/output units)

Examples : Hard disk
Floppy disk
Flash ram

Chapter 1 - Introduction to computer



**Block Diagram For Data Transfer Among
Computer Units**

2 – Software

a – Operating system

Examples : Windows
Dos
Unix

b – Compilers

Examples : Visual Basic
Pascal
Fortran

c – Packages

Examples : Win word
Photo shop
Computer games

Chapter 2 Flowchart

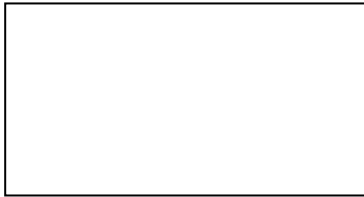
FLOWCHART Symbols



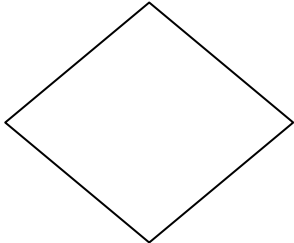
START
END



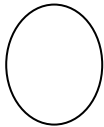
INPUT
OUTPUT



PROCESS



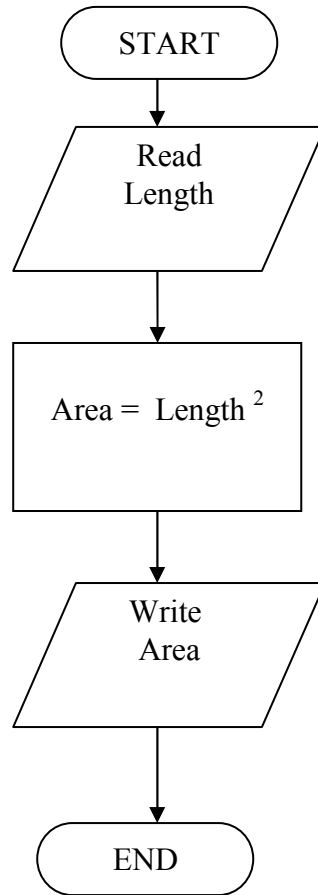
DECISSION



CONNECTOR

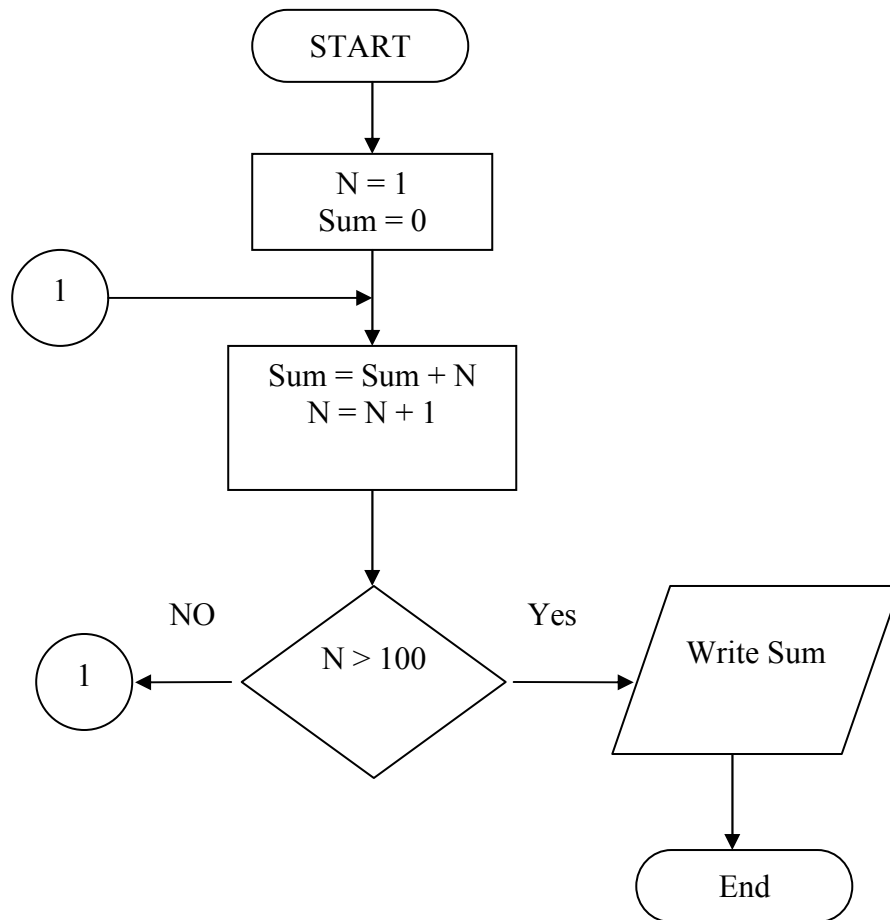
Chapter 2 - Flowchart

Example 1 : Draw the flow chart to calculate the area of a square rectangle ?



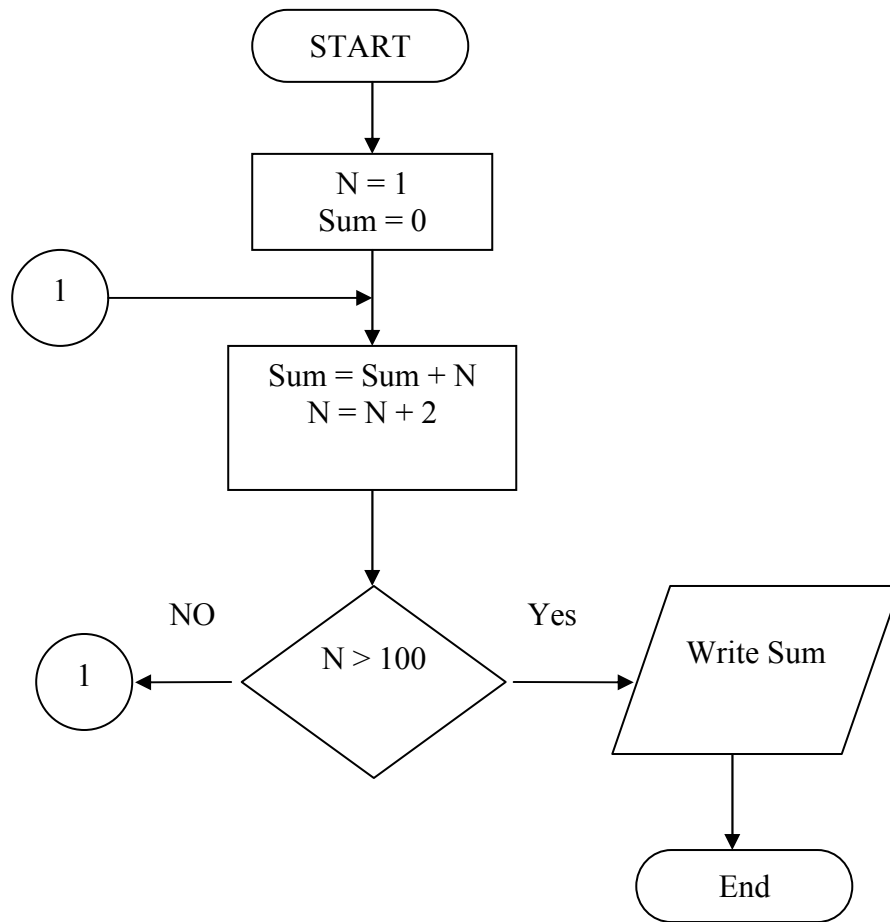
Chapter 2 - Flowchart

Example 3 : Draw the flowchart to find the sum of numbers from 1 100



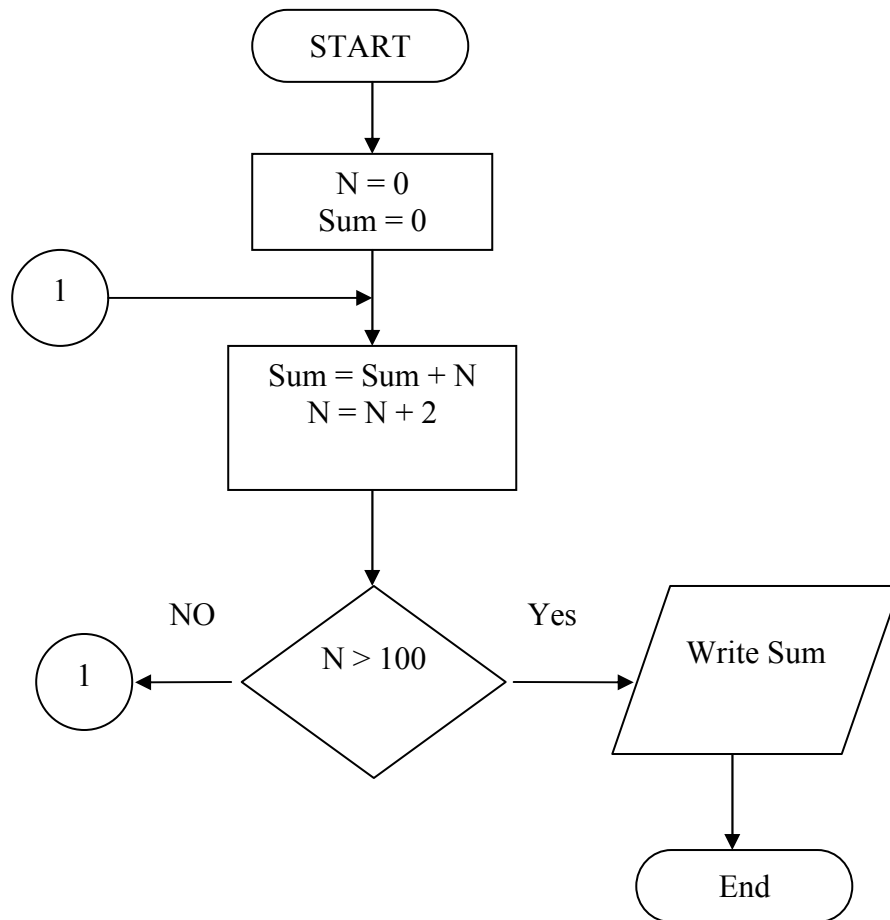
Chapter 2 - Flowchart

Example 4 : Draw the flowchart to find the sum of oddnumbers from 1 100



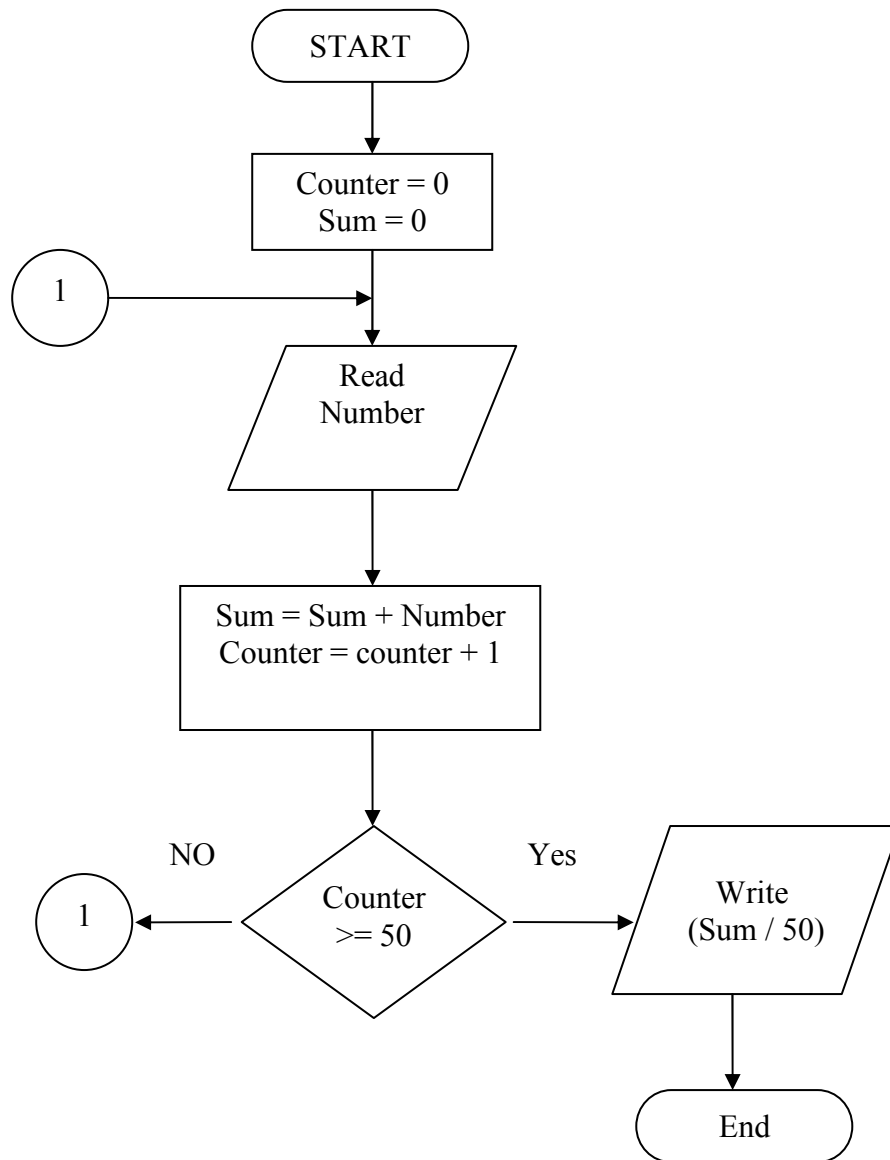
Chapter 2 - Flowchart

Example 5 : Draw the flowchart to find the sum of even numbers from 1 100



Chapter 2 - Flowchart

Example 6 : Draw the flowchart to read 50 number then find the average ?

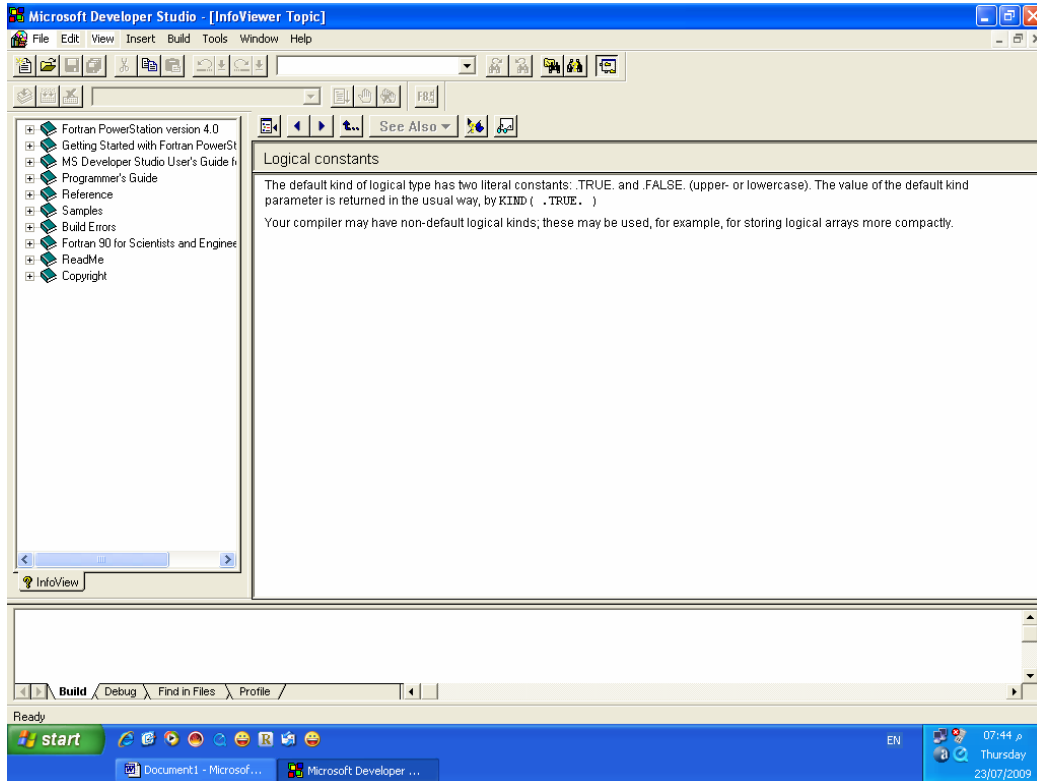


Chapter 3 -Running FORTRAN 90 programs

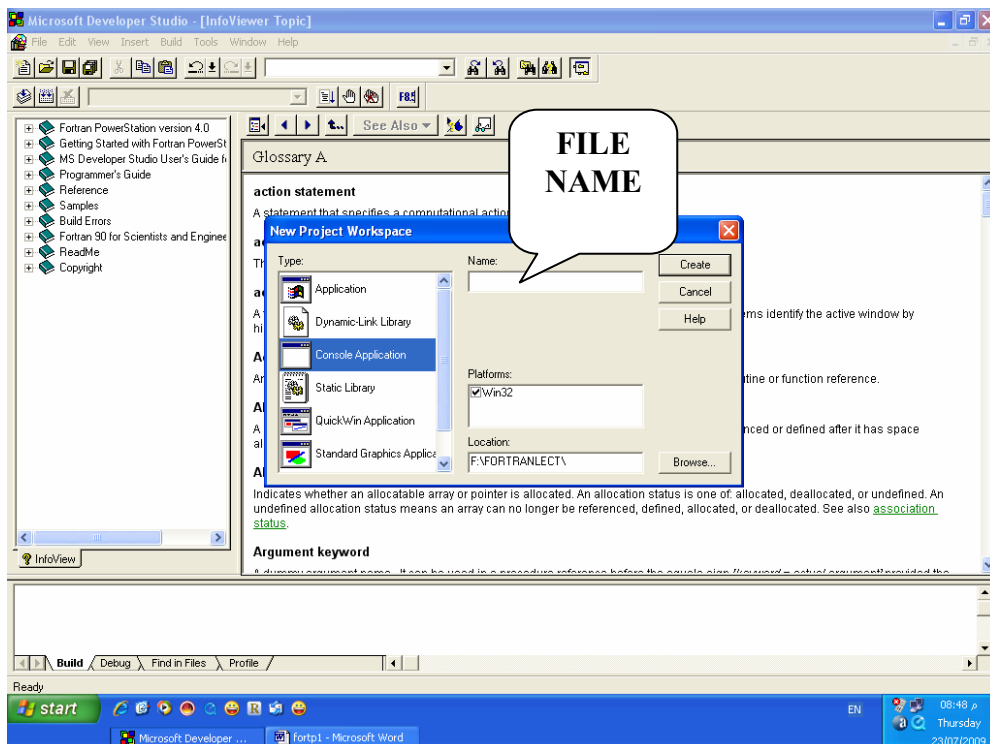
Chapter 3

To write anew FORTRAN program follow the following steps

1 – After executing Fortran 90 compiler the following screen will appear

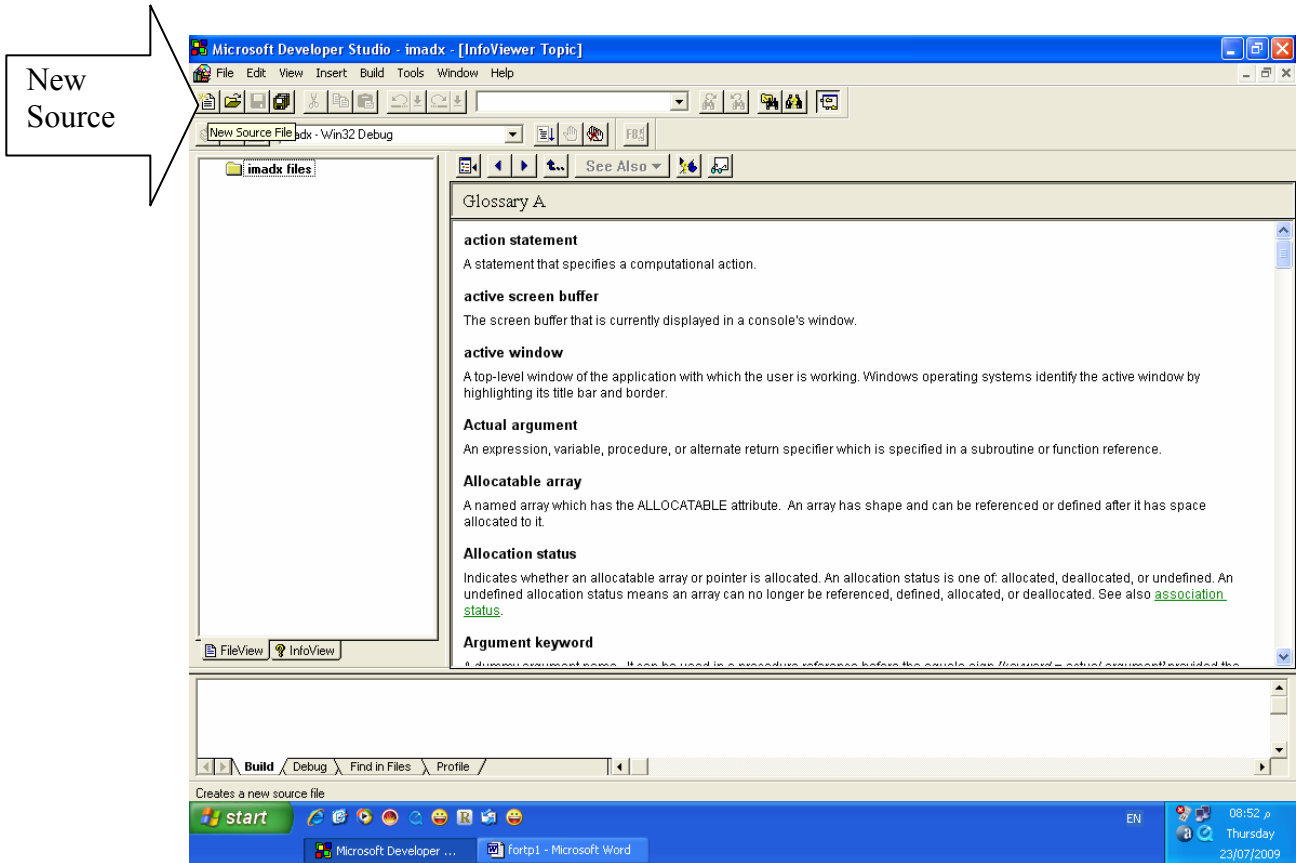


2 – From File menu select NEW -> PROJECT WORKSPACE -> Console application after entering the project name then choose Create



Chapter 3 -Running FORTRAN 90 programs

3 -The following screen will appear then choose New Source file



4 – Write the source code then

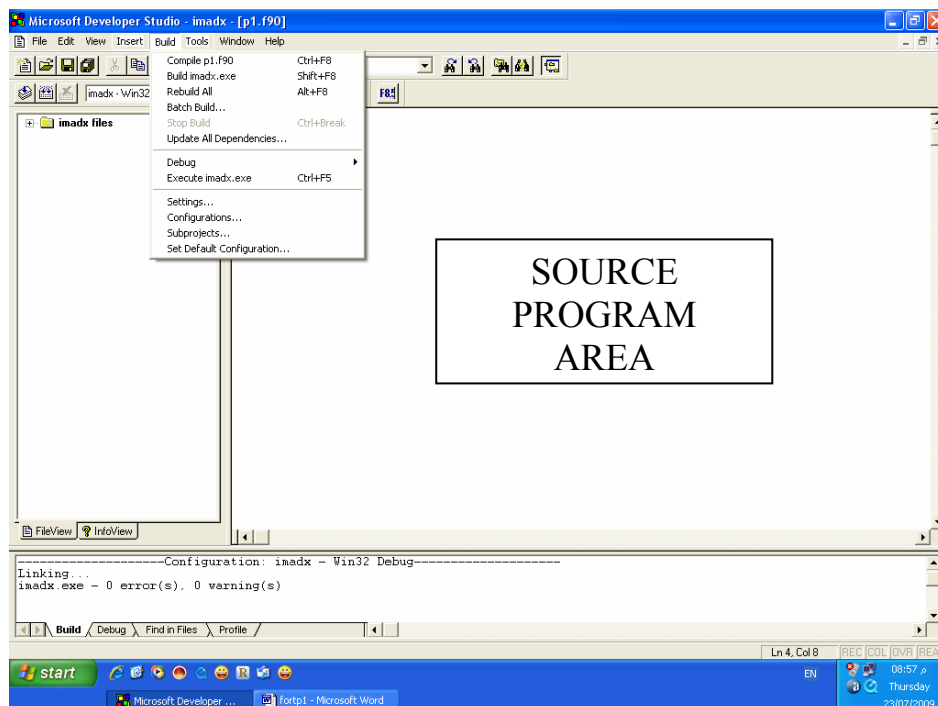
File -> save as -> file name

5 – Compile the source code by choosing

Build → Compile filename

6 – If the source program is error free then execute the program by choosing

Build → Execute program name



SUMMERY:

To write a program using FORTRAN 90 programming language, follow the following steps

- 1) Create a project workspace. FILE → NEW → Project Workspace
- 2) Write the source program. (Inside the source program area)
- 3) Compile the source program. BUILD → COMPILE
- 4) Execute the program. BUILD → EXECUTE

CHAPTER 4

Introduction to Programming using FORTRAN 90

These worksheets aim to provide an introduction to programming. The language chosen for this module is FORTRAN 90. This is because FORTRAN is particularly suitable for mathematicians and engineers ; it is also very widely available. The skills you acquire working through these notes can be applied to any computing language. The concepts you will learn are shared in common with every other computing language.

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1 The Basics

1.1 Aims

By the end of this worksheet, you will be able to:

- .. Create and run a FORTRAN 90 program
- .. Understand basic program structure
- .. Start to deal with programming errors
- .. Start to understand real, integer and character variable types.
- .. Save a copy of your output in Word.

Always ensure that your program files have a .f90 extension

1.3 Running your first FORTRAN 90 Program

Exercise 1.1

.. Type in the following exactly as shown:

```
!My first program  
program first  
print *, 'This is my first program'  
end program first
```

- .. Execute the program
- .. You will get FORTRAN to check your program for errors. If it finds any problems, it will give you the details. If you have typed in the program exactly as shown above, an executable file will be generated (first.exe).
- .. Save your program first!

1.4 Program Structure

Examine the following short program:

```
program sum !a: name of program
!an example of program structure !b: a comment
real :: answer,x,y !c: declarations
print *, 'Enter two numbers' !d: output
read *, x !e: input
read *, y !e: input
answer=x+y !f :arithmetic
print *, 'The total is ', answer !g: output
end program sum !h: end of program
```

There are a number of general points here:

.. The program is made up of a number of lines. Each line is called a statement.

.. Each statement is made up of

- variable names e.g. answer, x, y
- operators e.g. +,- etc
- keywords e.g. read, print

.. The statements are executed sequentially.

Let's break the program down, line by line:

a) The name of the program. Keep it reasonably short and meaningful.

b) A comment explaining the purpose of the program. Comments are indicated by an exclamation mark. All text to the right of an exclamation mark is ignored by the compiler. Programmers use comments to help them remember how a program works. Use of appropriate comments in

programs aids understanding and is good practice. You will get extra marks for using comments!

c) Variables - answer, x and y are used to store floating point numbers - we indicate this by declaring them as real.

d) print *, outputs to the screen - the asterisk means use the default number of decimal places when the number is written to the screen.

e) We read information from the keyboard and store the values in x and y.

f) Do some arithmetic and store the answer in answer.

g) Output the result to the screen

h) Conclude the program

1.5 More on Input and Output

Exercise 1.2

.. Open a new file and call it io.f90.

.. Type in the following program:

```
program io  
real :: x,y,z  
print *, 'enter the values x,y and z'  
read *, x,y,z  
print *, 'the values you typed are for z,y,x are: ',z,y,x  
end program io
```

.. Execute it

.. You can enter the numbers one at a time and press the Enter key each time.

.. Execute the program again

.. This time type all three numbers on one line separated by commas.

Look at the print statement

```
print *, 'the values you typed are for z,y,x are: ',z,y,x
```

In this statement, we are outputting four separate things, a literal string of characters, 'the values you typed are for z,y,x are: '

and the variables z, y, and x. We may output several items at one time, provided they are separated by commas.

Exercise 1.3

The following program has a number of errors.

.. Create a new file called bug.f90 and then type in the following program exactly as shown.

```
program bug
this program is full of errors
real :: a,b,c
a = b + c
read *,c
print *,a
end program simple
```

The compiler will report two error messages when it attempts to compile. Each error generates a message.

.. Correct the two errors.

.. Run .

.. There is now one further error, there will be a yellow warning alert. Watch the screen carefully! The window will close and then the program will start to execute. Something is not correct, however... the program will "hang". It is actually waiting for you to input a value,

because of the line `read *,c`. To the user of the program, this is not at all obvious - they may have thought that the program has crashed!

.. Type in a number then press enter

.. The program returns an strange value. This is an "execution time" error.

.. We need to find out what the warning message was. Click the "compile" button

.. Correct the program to give b a value, and then execute the program again.

.. There is still a problem. This time, it is a problem with the program's logic.

Need a Hint? The program statements are executed sequentially.

```
a=b+c
```

```
read *, c
```

```
print *, a
```

The statement `a=b+c` doesn't make sense, as at this stage of the program, we haven't yet given a value to `c`. Important points to note

.. There are two types of errors associated with this program: compiler errors and run-time errors.

.. The program is also user-unfriendly. The program waits for input without telling the user what is needed.

Fix the run time error by:

.. read in a value for b

.. correct the order of the statements

.. make the program more user-friendly,

So far, we have only used real (floating point numbers) in our programs. We can also specify that

numbers are integer and character. Program convert, below, demonstrates their use. Within a given range, integers are always represented exactly whereas the precision of real numbers is limited by the architecture of the machine. The real variable type gives us 7 figure decimal precision. (If this doesn't seem enough - don't worry we'll come back later on when we examine how to increase the number of digits of precision in Section 4). Character variables hold strings of characters like

```
'A happy day was had by all'
```

```
'Yes'
```

```
'N'
```

```
'3 + 4 equals 7'
```

When the character variable is declared, we show the maximum length that the string can occupy by following the name by a * then its maximum length. The example below has a maximum length of 10 characters allowed for a person's name - this might not always be enough! You have to make a judgment here.

```
program convert
```

```
!This example shows the use of integer and character variables.
```

```
implicit none
```

```
integer :: pounds ,pence ,total
```

```
character :: name*10
```

```
print *,'What is your name?'
```

```
read *,name
```

```
print *, 'Hi ',name,'! Enter number of pounds and pence'
```

```
read *, pounds ,pence
```

```
total =100 * pounds + pence  
print *,'the total money in pence is ',total  
end program convert
```

NOTE Notice the inclusion of the line

```
implicit none
```

By including it in your program, FORTRAN will check that you have properly declared all your variable types. In the bad old days of programming, declaration of variables was thought to be unnecessary and the old FORTRAN compilers used an implicit convention that integers have names starting with the letters in the range i - n, all the others being real. FORTRAN still allows you to do this if we don't include the line, implicit none. Time has shown that one of the commonest reasons for error in a program is the incorrect use of variables.

Always use implicit none at the start of every program.

Exercise 1.4

With the program convert in section 1.5 as a guide, write a program to test out everything you've learned so far. You might include different types of variables, for example real, integer, and character. Include input and output using read and print. An example might be a program that asks people questions, including things like their age and name and so on. It could, for example, print out their year of birth with a suitable message. It's up to you, just use your imagination.

2 Making Decisions

2.1 Aims

By the end of this worksheet, you will be able to:

- .. Do arithmetic
- .. Start to use FORTRAN intrinsic functions
- .. Begin to understand program flow and logic
- .. Know how to test for zero - important!
- .. Learn more about good programming style

2.2 Assignment

When we start programming, the similarity between mathematical equations and FORTRAN statements can be confusing.

Consider the following FORTRAN statements:

x = 2 Store the value 2 in memory location x

y = 3 Store the value 3 in memory location y

z = x + y Add the values stored in memory location

x and y and store the result in memory location z

In mathematics, "x = 2" means that the variable x is equal to 2. In FORTRAN it means "store the value 2 in the memory location that we have given the name x".

The significance of this is made clearer by the following equation in mathematics:

$x + y = z$

In mathematics, this means that the left hand side of the equation is equal to the right hand side.

In FORTRAN, this expression is meaningless: there is no memory location "x+y" and so it would lead to a compiler error.

Rule - there can only ever be ONE variable name on the left hand side of an equals sign .

Exercise 2.1

Write a program which reads in two numbers a and b. Get the program to swap the values around so that the value that was in a is now in b, and print out the result. Hint you need to declare a third variable for intermediate storage of the data

2.3 Arithmetic

The arithmetic operators are

+,- plus and minus

***,/ multiply and divide**

**** exponentiation (raise to the power)**

() brackets

.. The order of precedence in FORTRAN is identical to that of mathematics.

.. Unlike algebra, the operator must always be present xy is not the same as x*y

.. Where operations are of equal precedence they are evaluated left to right

.. Consecutive exponentiations are evaluated right to left

.. We can override the order of evaluation by use of brackets

Exercise 2.2

The following program is an example of the use of arithmetic.

program calculate


```

implicit none
! a simple calculator
real :: x,y,z,answer
x=1.5
y=2.5
z=3.5
answer=x+y/z
print *,'result is ',answer
end program calculate

```

2.4 Intrinsic Functions

FORTRAN is especially useful for mathematical computation because of its rich library of inbuilt functions (intrinsic functions). We shall mention a few briefly here:

function name	type of argument	type of result	Definition
sin(x)	real	real	sine
cos(x)	real	real	cosine
tan(x)	real	real	tangent
atan(x)	real	real	arctangent
abs(x)	real/integer	real/integer	absolute value
sqrt(x)	real	real	square root
exp(x)	real	real	ex
log(x)	real	real	log ₁₀ x

Trigonometric functions are calculated in radians (1 radian = 180/Pi degrees).

There are, of course, many more, and this list doesn't cover all FORTRAN variable types. The following example shows the use of some of the inbuilt functions.

```

program trig

```

```

implicit none
real :: a,pi
print *,'Enter an angle between 0 and 90'
read *, a
pi=4.0*atan(1.0)
print *,'the sine of ',a,' is ',sin(a*pi/180)
end program trig

```

2.5 Making Decisions

So far, our programs have worked as little more than basic calculators. The power of programming comes in when we have to make decisions. Copy the example program, test.f90, to your own file space. See if you can understand what is going on.

```

program test
implicit none
!use of a simple menu
real :: x,y,answer
integer :: choice
!set up the menu - the user may enter 1, 2 or 3
print *,'Choose an option'
print *,'1 Multiply'
print *,'2 Divide'
print *,'3 Add'
read *,choice
x=3.4
y=2.9
!the following line has 2 consecutive
!equals signs - (no spaces in between)
if (choice == 1) then

```

```

answer=x*y
print *,'result = ',answer
end if
if (choice == 2) then
answer=x/y
print *,'result = ',answer
end if
if (choice == 3) then
answer=x+y
print *,'result = ',answer
end if
end program test

```

The bolded lines in the above program are called if ... end if statements. They work like this:

```

if (condition is true) then
execute this line and this and so on until we get to ...
end if

```

It follows that if the condition is NOT true then the code 'jumps' to the next statement following the 'end if'. The statements between the if and the end if are deliberately indented, this makes the program easier to read.

We use two consecutive equals signs (no space in the middle) to test for equality. Compare

```

if (choice == 3) then test
choice = 3 assignment

```

Exercise 2.3

Examine program test above. The line

`print *, 'result = ', answer` is repeated several times. Is this a good idea? Can you modify the program to make it more efficient?

2.6 Program Style

A good program:

- .. Uses comments appropriately to explain what is happening.
- .. Uses indentation to make the program easier to read.
- .. Uses meaningful variable names.
- .. Uses sensible prompts to let the user know what is going on.
- .. Uses `implicit none` at the start of every program.
- .. Is efficient!

If you want to get maximum marks for your assignments keep the above points firmly in mind. It is not enough just to get a program to work!

2.7 More on decision making In our `test.f90` above, there was a problem if the user entered a value that wasn't catered for by the program. What happens if the user doesn't enter one of the values 1, 2 or 3?

We are going to look at a new structure, called `if, else, endif` that handles this situation.

Examine the following code snippet:

```
if (choice == 1) then
  do something
else if (choice == 2) then
  do something else
else
```

```
do this if nothing else satisfies the conditions
end if
```

2.8 Other logical operators

So far, all our tests have been for equality. There are several tests we can make:

= = equal to (there is no space between the equals signs)

/ = not equal to

< less than

<= less than or equal to

> greater than

>= greater than or equal to

2.9 Multiple Conditions

Suppose we need to test if x is greater than y and y is greater than z. There are different ways of doing this:

```
if (x > y) then
if (y > z) then
do something
end if
end if
```

This can also be handled by the following:

```
if (x > y .and. y > z) then
do something
end if
```

If we wanted to check whether a number were less than a given value or greater than a given value we could write:

```
if (x < 10 .or. x > 20) then
do something
end if
```

Exercise 2.4

Write a program that reads a number from the keyboard. Get the program to decide whether:

.. the value of the number is greater than 0 but less than 1

.. or is greater than 1 but less than 10

.. or is outside of both these ranges

Print out a suitable message to inform the user.

2.10 The simple if statement

There is a simpler, one line form of the if statement. Say we just wanted to print out a simple message such as

```
print *, 'enter a positive number'
read *, num
if (num <0) stop
if (num < 10) print *, 'less than 10'
if (num > 10) print *, 'greater than 10'
print *, 'It is a positive number'
```

This snippet also introduces a useful, simple statement stop - it simply stops the program.

2.11 Important note - testing for zero

Suppose that you wish to test whether a real variable is zero. The test

```
if (x == 0) then ...
```

is not a satisfactory test. Although integer numbers are held

exactly by the computer, real numbers are not.

The way around this is to test if the absolute value of the variable is less than some small

predefined value. For example:

```
if (abs(x) < .000001) then
  print *, 'No zero values! Please enter another number'
  read *, x
end if
```

3 Loops

3.1 Aims

By the end of this worksheet, you will be able to:

.. Understand more about the use of real and integer variables and how to use a mixture of data types in expressions

.. Understand how to re-use code by looping

.. Know how to control the number of times a section of code is executed by using a do loop

3.2 Mixing variable types

Exercise 3.1

```
program divide
```

```
  implicit none
```

```
  integer :: x
```

```
  real :: y
```

```
  x = 1
```

```
  y = x/3
```

```
print *, y
end program divide
```

And run it. This program produces the following output:

```
0.00000
```

Something odd is happening. The problem is the line:

```
y=x/3
```

FORTRAN evaluates the right hand side of the assignment first using integer arithmetic, because both x and 3 are integer. 1 divided by 3 cannot be stored as an integer, and so the value 0 is returned. The result, 0, is then converted to a real number and the assigned to y.

Replace the line in program divide

```
x = 1 by
```

```
x = 10
```

Your output should now be:

```
3.00000
```

Can you see what is happening? FORTRAN is keeping the integer part of the answer and throwing the rest away.

To get over this problem, we have to signal to FORTRAN that we want it to calculate the right hand side of the expression using real arithmetic. If we want to keep x as integer data type, we could re-write our expression as follows:

```
y=x/3.0
```

The presence of a real number on the right hand side causes the right hand side of the expression to be evaluated using floating point arithmetic. Actually, the problem is even more complicated! Where we have an expression like

```
y=x * ((2**i)/3)
```


where x and y are real and i is integer, FORTRAN computes the result in stages:

First it calculates $(2**i)/3$ and evaluates it as an integer number, then multiplies the result by x and evaluates it as real.

Exercise 3.2

```
program check
!Integer and real arithmetic
implicit none
real :: x,y
integer i
x=2.0
i=2
y=x*((2**i)/3)
print *,y
y=x*((2.0**i)/3)
print *,y
end program check
```

... and examine its output. Make sure you understand why this is happening.

3.3 The do loop

Unless we are able to re-execute code, we might as well use a calculator... Now we start to take advantage of the power of the computer.

Exercise 3.3

```
program loop
implicit none
```

```
integer :: i  
do i=0,20  
print *,i  
end do  
end program loop
```

Run the program. It prints out the numbers from 0 to 20 in steps of 1.

Note:

.. i is called a loop counter. In this example, it has a start value of zero.

.. All the statements within the do and end do are executed. In this example there is just the one statement, ie print.

.. Each time the statements are executed, the loop counter, i, is incremented by 1.

.. When the value of i is 20, the loop terminates, and the program resumes after the end do.

Change the do statement in program loop as follows:

```
do i = 50,70,2
```

Run the program. What happens?

The third argument in the do statement, is the increment step. If omitted, the value is taken as 1.

Loops can also decrement: try this

```
do i = 5,-5,-2
```

Exercise 3.4

Using a do loop to generate integer values of x between -10 and 10 in steps of 1, write a program that constructs a table of values of

$y=1.0/x$

What happened when x had the value zero? Use an `if`, `end if` to test for the condition that gives the incorrect value, and print out an appropriate message.

Division by zero is one of the commonest reasons for a program to fail.

3.4 Nested Do Loops

We want to construct a table of values for z where $z = xy$ for values of x in the range 1 to 2 in steps of 0.5 and y in the range 1 to 2 in steps of 0.5. Work through the next exercise which illustrates this:

Exercise 3.5

```

program xytab
  implicit none
  !constructs a table of  $z=x/y$  for values of  $x$  from 1 to 2 and
  ! $y$  from 1 to 4 in steps of .5
  real :: x, y, z
  print *, ' x y z'
  do x = 1,2
    do y = 1,4,0.5
       $z = x/y$ 
      print *, x,y,z
    end do
  end do
end program xytab

```

Examine its output. Notice the use of the first `print` to give a heading to the table.

3.5 Using loops to do summation

Earlier on, we discussed the idea of assignments.

```
x = 1.0
```

means store the value 1.0 in the memory location called x.

If we had the following code:

```
x = 1.0
x = x + 1.0
print *, x
```

Can you guess what value would be printed out for x?

The answer would be 2.0.

Bearing in mind the definition of an assignment, the statement

```
x = x + 1.0
```

means "add 1.0 to the value currently stored in memory location x and then store the result in memory location x".

Exercise 3.6

```
program increment
  implicit none
  integer :: i
  real :: x
  x=1.0
  do i=1,10
    x=x+1.0
    print *, i,x
  end do
end program increment
```

.. Note carefully that we have set the initial value of x outside of the do loop. Why have we done this? If you aren't sure - change the code to put the line $x = 1.0$ inside the loop - then examine the output.

.. It is important to understand that if we use constructions such as $x = x + 1.0$, then it is vital to initialize x to some value. If we don't, it is possible that the value might be set to any random number. Run the program, make a note of the final value of x then put an exclamation mark in front of the $x = 1.0$ statement and run the program again.

Exercise 3.7

Edit the line $x = x + 1.0$ in program increment.f90, and change it to $x = x * i$. Re-run the program and examine the output. What is significant mathematically about the sequence of numbers that has been generated?

4 Using Files and Extending Precision

4.1 Aims

By the end of this worksheet, you will be able to:

- .. Read from and write to files
- .. Use extended precision

4.2 Reading from files

In the real world, most of the data we use for our programs will be kept in files. We just need a modification to the read statement that we are already familiar with to do this.

This program reads 3 numbers from a file called 'mydata.txt' into an array.

```

program readdata
implicit none
!reads data from a file called mydata.txt
real :: x,y,z
open(10,file='mydata.txt')
read(10,*) x,y,z
print *,x,y,z
end program readdata

```

The new material here are the lines

```

open(10,file='mydata.txt')
  read(10,*) x,y,z

```

The open statement links the file called 'mydata.txt' with an input device numbered 10 (it doesn't have to be 10, it could be any positive integer). To read from device 10, we just use it as the first argument in the read statement.

Exercise 4.1

Write a program that reads data from evenodd.txt one line at a time. Check if each number is even or odd and print out a suitable message. One way to check if a number is even or odd is to use the mod intrinsic function, like this...

```

if (mod(num,2)>0) then.....

```

mod returns the remainder of the first argument divided by the second. If the return value is greater than zero, then the number must be odd. Check program evenodd.f90 to see if you are correct.

4.3 Writing to files

This is a similar idea to reading from files. We need a new statement, though, instead of print, we use write.

```

program io2
!illustrates writing arrays to files
implicit none
real :: num
integer :: i
open(12,file='myoutput')
do i = 1,100
num = i/3.0
write(12,*) num
end do
print *, 'finished'
end program io2

```

Exercise 4.2

Write a program which reads in numbers from a file one at a time. If the number is positive, it should store it in a file called 'positive.txt' and negative numbers in a file called 'negative.txt'.

4.4 Extending the precision

So far, we have used two types of variables, real and integer. The problem so far, as you will have noticed on output, is that we are extremely limited by the number of significant digits that are available for computation. Clearly, when we are dealing with iterative processes, this will lead rapidly to errors. We can, however, extend

the precision available from the single precision default, which gives us 6 figure decimal precision to 15 figures by using a new specification for real numbers.

```

program extended
implicit none
integer, parameter :: ikind=selected_real_kind(p=15)
real (kind=ikind) :: sum,x
integer :: i
sum=0.0
do i=1,100
x=i
sum = sum + 1.0/(x**6)
end do
print *, sum
end program extended

```

produces the following output:

```
1.01734306196
```

Don't be put off by the odd looking code. In practice, the way of setting up this extended precision, is pretty much the same for every program.

We state the precision we want by the argument `p`

```
integer, parameter :: ikind=selected_real_kind(p=15)
```

in this case, 15 decimal places. `ikind` is a new data type - a parameter. FORTRAN returns a value to the parameter `ikind` that will be adequate to provide 15 digit precision. This code will work on any machine irrespective of the architecture. Valid values for `p` are 6, 15 and 18. The default value for `p` is 6. If

you ask for more precision than 18 digits, the compiler will complain with an error message. Try changing the values of `p` and see what effect this has on the output.

Note Unlike variables, parameters may not change once they are declared. We declare that the variables are using extended precision by

```
real (kind=ikind) :: sum,x
```

4.5 Magnitude limitations

We have already observed that there is a limitation of the accuracy with which we can do calculations in FORTRAN (and indeed, any, computer language). There are also limitations on the magnitude of a number. The various magnitude and precision limits are summarized in the following table:

Value of <code>p</code>	Decimal places	Range
6	6 (default)	± 1038
15	15	± 10307
18	18	± 104931

Exercise 5.3

Try inputting various values for the variable `maxpower` (eg 400)

One interesting construct is

```
print *,i,2.0_ikind**i
```

Here, we are telling the compiler that the real constant 2.0 is also using extended precision. Check what happens if you select extended precision (option 3) and enter a

value of maxpower of 400. See what happens if you rewrite the line to be

```
print *,i,2.0**i
```

Run the program again and enter the same values. Can you explain what is going on?

4.6 Convergence - exiting loops on a condition In the program extended.f90, we found the sum of

```
  .==10161xxx
```

It is useful to determine at what point such sums converge to a steady value - otherwise we may make arbitrary assumptions about the summation range.

Later on we'll come back to this when we learn about the WRITE statement, and output formatting.

```
61x
```

will be too small to contribute to the sum. At this point we should exit the loop otherwise the program will do more computation than is required.

One way to do this is to compare the value of the variable sum with its previous value, and if the difference between the two is very small, then exit the loop.

```
program whileloop
```

```
implicit none
```

```
integer, parameter :: ikind=selected_real_kind(p=15)
```

```
real (kind=ikind) :: sum,previoussum,x,smallnumber,error
```

```
integer :: i
```

```
sum=0.0
```

```
previoussum=0.0
```

```
smallnumber = 10.0**(-15.0)
do i=1,1000
x=i
sum = sum + 1.0 / (x**6)
error=abs(sum-previoussum)
if (error<smallnumber) then
print *, 'sum ', sum, ' number of loops ', i
exit
end if
previoussum = sum
end do
end program whileloop
```

IMPORTANT NOTE

In the real world, we have to make choices about the amount of precision we need to work to. It is pointless asking for 15 digits of precision if, for example, we can only take a measurement to + or - 1% accuracy!

It is not necessary to always use a loop counter in a do loop. If we don't actually specify a counter, the program will loop forever. Constructs like this are OK:

```
smallnumber = .0000001
do
print *, 'enter a positive number '
read *, number
if (number <= smallnumber) exit
end do
```

The disadvantage is that, if you get the code wrong, you run the risk of the program looping forever - generally it's safer to use a loop counter!

5 Arrays and Formatted I/O

5.1 Aims

By the end of this worksheet you will be able to:

- .. Understand the use of arrays
- .. Improve the appearance of your output

5.2 Arrays

Let us imagine that we want to find the average of 10 numbers. One (crude) method is shown in the next program.

```
program av
real :: x1,x2,x3,x4,x5,x6,x7,x8,x9,x10,average
read *, x1,x2,x3,x4,x5,x6,x7,x8,x9,x10
average= (x1 + x2 + x3 + x4 + x5 + x6 + x7 + x8 + x9 +
x10)/10
print *, 'the average is ',average
print *, 'the numbers are:'
print *, x1
print *, x2
print *, x3
print *, x4
print *, x5
print *, x6
print *, x7
print *, x8
```

```

print *, x9
print *, x10
end program av

```

This approach is messy, involves a lot of typing and is prone to error. Imagine if we had to deal with thousands of numbers!

The way around this is to use arrays. An array is a list that we can access through a subscript. To indicate to FORTRAN that we are using an array, we just specify its size when we declare it.

```

real, dimension(100) ::x
x(1) = 3
x(66) = 4

```

This snippet of code allocates 100 memory locations to the array x. To access an individual location, called an array element, we use a subscript - here we are assigning the number 4 to the 66th element of array x and 3 to the 1st element.

Now let's return to program av at the start of this worksheet, we'll re-write it using an array.

```

program av2
implicit none
real ,dimension(10) :: x
real :: average,sum
integer :: i
print *, 'enter 10 numbers'
sum=0.0

```

```

do i=1,10
  read *, x(i)
  sum=sum+x(i)
end do
average=sum/10
print *, 'the average is ',average
print *, 'the numbers are'
print *,x
end program av2

```

Notice that if we type

```
print*, x
```

the program will print out the entire contents of the array.

The additional benefit of this program is that with very few changes, we could make it deal with any number of items in our list. We can improve on this still further by making use the parameter data type:

```

program av3
!just change the value of the parameter to change the
size of the !array
implicit none
integer, parameter :: imax = 10
real,dimension(imax) :: x
real :: average,sum
integer :: i
print *, 'enter' ,imax, ' numbers'
sum=0.0
do i=1,imax
  read *, x(i)

```

```

    sum=sum+x(i)
end do
average=sum/imax
print *, 'the average is ',average
print *, 'the numbers are'
print *,x
end program av3

```

Note this is an example of good programming. The code is easily maintainable - all we have to do to find an average of a list of numbers of any size is just to change the size of the parameter imax. We can also allocate the size of the array at run time by dynamically allocating memory.

The following program demonstrates the use of arrays where we do not know the size of the array.

```

program alloc
implicit none
integer, allocatable,dimension(:):: vector
!note syntax - dimension(:)
integer :: elements,i
print *,'enter the number of elements in the vector'
read *,elements
allocate(vector(elements))
!allocates the correct amount of memory
print *,' your vector is of size ',elements,'. Now enter
each element'
do i=1,elements
    read *,vector(i)
end do
print *,'This is your vector'

```

```

do i=1,elements
  print *,vector(i)
end do
deallocate(vector)
!tidies up the memory
end program alloc

```

The program is called alloc.f90 and can be copied from the web page. Note in particular the bolded lines. The new way of declaring the array vector tells the compiler that it is allocatable - ie the size will be determined at run time.

We shall look at this further in Section 7.

Exercise 5.1

Write a program that asks the user how many numbers they want to enter, call this value imax. Allocate imax elements to two arrays, a and b. Read in imax numbers to a and do the same to b. Print out the arrays a, b and print out the sum of a and b.

5.3 Array magic

One of the benefits of arrays is that you can easily do operations on every element by using simple arithmetic operators.

```

program ramagic
  implicit none
  real ,dimension(100) :: a,b,c,d
  open(10,file='f:\data.txt')

```



```

read(10,*) a
b=a*10
c=b-a
d=1
print *, 'a= ',a
print *, 'b= ',b
print *, 'c= ',c
print *, 'd= ',d
end program ramagic

```

Exercise 5.3

Write a program that fills a 10 element array x with values between 0 and .9 in steps of .1. Print the values of $\sin(x)$ and $\cos(x)$ using the properties of arrays to simplify your program.

5.4 Multi dimensional arrays

The arrays we have looked at so far have been one dimensional, that is a single list of numbers that are accessed using a single subscript. In concept, 1 dimensional arrays work in a similar way to vectors. We can also use two dimensional arrays which conceptually are equivalent to matrices.

So, for example,

```
Integer, dimension(5,5) :: a
```

sets up a storage space with 25 integer locations.

The next program creates a 2 dimensional array with 2 rows and 3 columns. It fills all locations in column 1 with 1, columns 2 with 2, column 3 with 3 and so on.

```

program twodra
implicit none
integer,dimension(2,3) :: a
integer ::row,col,count
count = 0
!creates an array with 3 cols and 2 rows
!sets col 1 to 1, col2 to 2 and so on
do row=1,2
  count=0
  do col =1,3
    count=count+1
    a(row,col)=count
  end do
end do
do row=1,2
  do col =1,3
    print *,a(row,col)
  end do
end do
end program twodra

```

FORTRAN actually allows the use of arrays of up to 7 dimensions, a feature which is rarely needed. To specify a extended precision 3 dimensional array b with subscripts ranging from 1 to 10, 1 to 20 and 1 to 30 we would write:

```

real (kind=ikind),dimension(10,20,30) :: b

```

Exercise 5.4

Using a 4*4 array create an identity matrix, that is, a matrix of the form:

```
1 0 0 0
0 1 0 0
0 0 1 0
0 0 0 1
```

and output it. Wouldn't it be nice if we could actually output the matrix elements in rows and columns? At the end of this section we shall see exactly how to do this.

5.5 Formatting your output

You may now be wondering if there is any way to have better control over what your output looks like. So far we have been using the default output option - that's what the *'s are for in the write and print statements:

```
write(10,*) x,y,z
print *, 'program finished'
```

Exercise 5.5

```
program format
implicit none
!demonstrates use of the format statement
integer, parameter :: ikind=selected_real_kind(p=15)
real , dimension(4) :: x
integer, dimension(4) :: nums
integer :: i
real(kind=ikind),dimension(4) :: computed
!fill up the arrays with something
do i = 1,4
```

```

  nums(i) = i * 10
  computed(i) = cos(0.1*i)
  x(i) = computed(i)
end do
print *, 'nums - integer'
write(*,1) nums
1 format(2i10)
print *, 'x - real'
write(*,2) x
2 format(f6.2)
print *, 'computed - double precision'
write(*,3) computed
3 format(f20.7)
end program format

```

You can see that the write and format statements come in pairs.

```

write(output device,label) variable(s)
label format(specification)

```

We are using in this example a * as the output device - in other words, the screen.

The format statement can actually go anywhere in the program, but by convention we usually place them just after the associated write or all together at the end of the program. It's just a matter of taste.

The tricky part here is the specification. There are different specifications for integer, real, and character variables.

5.5.1 Integer Specification

General form : nim

.. Right justified

.. m is the number of character spaces reserved for printing (including the sign if there is one)

.. If the actual width is less than m, blanks are printed

.. n is the number of integers to output per line. If omitted, one number is output per line.

5.5.2 Floating point Specification

General form : nfm.d

.. Right justified

.. m is the number of character spaces reserved for printing (including the sign if there is one), and the decimal point.

.. If the actual width is less than m, blanks are printed

.. n is the number of real numbers to output per line. If omitted, one number is output per line.

.. d is the number of spaces reserved for the fractional part of the number - filled with 0's if fewer spaces are needed. If the fractional part is too wide it is rounded. If the total width for output (m) is too small, FORTRAN will just output '*'s.

Rule $m \geq$ width of the integer part plus d plus

1 (space for decimal point) plus

1 (space for sign - if negative)

Essentially, make m nice and wide and you won't have any trouble!

5.5.3 Exponential Specification

General form nEm.d

.. Alternative specification for outputting real
.. d is the number of decimal places
.. m is the total width of the field including the sign (if any), the character E and its sign, the decimal point and the number of places of decimals. Again make m nice and wide to ensure the field is properly printed out.
.. n is the number of exponential numbers to output per line. If omitted, one number is output per line.

Example

```
real :: a,b  
a = sqrt(5.0)  
b = -sqrt(a)  
write(*,10) a,b  
10 format(2E14.5)
```

produces:

```
0.22361E+01 -0.14953E+01
```

5.5.4 Character Specification

General form nAm

.. n is the number of strings to print
.. m is the maximum number of characters to output

Example:

```
program chars  
implicit none  
character ::a*10,b*10  
a='hello'  
b='goodbye'  
write(*,10) a,b  
10 format(2a10)
```

end program chars

Exercise 5.6

Using the format specifications in format.f90 as a guide, produce a table of

x ex

where 0, for values of x in increments of 0.1. Write your output to a file called myoutput. Ensure that your output lines up neatly in columns.

1..x

5.6 Implied Do Loop to write arrays

So far, the method we have used for input and output of arrays is:

```
integer :: col,row
real :: ra(10,10)
!using do loop
do row = 1,10
do col = 1,10
read *, ra(row,col)
write(*,*) ra(row,col)
end do
end do
```

The trouble with this method is that the rows and columns are not preserved on output. An alternative, and neater method is to use an implied do loop in the write statement.

```
real :: ra(10,10)
integer :: row,col
```

```
!use implied do
do row = 1,10
do col = 1,10
read *, ra(row,col)
end do
end do
do row=1,10
write(*,10) (ra(row,col),col=1,10)
end do
10 format(10f5.1)
```

Exercise 5.7

In Exercise 5.4 you wrote a program to produce and identity matrix. Apply what you know about formatting now to make a neatly formatted matrix onscreen.

6 Subroutines and Functions

6.1 Aims

By the end of this worksheet you will be able to:

.. Understand the use of subroutines and functions to make your code more efficient and easier to read.

6.2 Re-using code - the subroutine

Examine the following program

```
program output
implicit none
real,dimension(3) :: a,b,c
character :: answer*1
!initialise arrays
a = 1.5
```



```

b = 2.5
c = 3.5
write(*,1) 'a',a
print *, 'type y to continue or any other key to finish'
read *, answer
if (answer /= 'y') stop
write(*,1) 'b',b
print *, 'type y to continue or any other key to finish'
read *, answer
if (answer /= 'y') stop
write(*,1) 'c',c
print *, 'type y to continue or any other key to finish'
read *, answer
if (answer /= 'y') stop
write(*,1) 'a*b*c',a * b * c
1 format(a,3f8.3)
end program output

```

The program sets up some arrays and then outputs them. At three stages in the program (bolded), it asks whether it should continue; it stops if the answer is not 'y'. Notice that the three bolded parts of the code are identical.

Simple enough - but look at the amount of code! Most of it is the same - wouldn't it be nice to re-use the code and cut down on the typing? The answer is to use subroutines.

```

program output1
implicit none

```

```
real,dimension(3) :: a,b,c
```

```
!initialise arrays
```

```
a = 1.5
```

```
b = 2.5
```

```
c = 3.5
```

```
write(*,1) 'a',a
```

```
call prompt()
```

```
write(*,1) 'b',b
```

```
call prompt()
```

```
write(*,1) 'c',c
```

```
call prompt()
```

```
write(*,1) 'a*b*c',a * b * c
```

```
1 format(a,3f8.3)
```

```
end program output1
```

```
!+++++
```

```
subroutine prompt()
```

```
!prompts for a keypress
```

```
implicit none
```

```
character answer*1
```

```
print *, 'type y to continue or any other key to finish'
```

```
read *, answer
```

```
if (answer /= 'y') stop
```

```
end subroutine prompt
```

Examine the code, each time we use type

```
call prompt()
```

the program jumps to the line

```
subroutine prompt()
```

then executes each line of the code it finds in the subroutine until it reaches the line

```
end subroutine prompt
```

and then returns to the main program and carries on where it left off.

The program is much easier to understand now. All the code for prompting is in one place. If we ever need to change the code which prompts the user to continue, we will only ever need to change it once. This makes the program more maintainable.

6.3 Arguments to subroutines

We have seen that subroutines are very useful where we need to execute the same bit of code repeatedly.

The subroutine can be thought of as a separate program which we can call on whenever we wish to do a specific task. It is independent of the main program - it knows nothing about the variables used in the main program. Also, the main program knows nothing about the variables used in the subroutine. This can be useful - we can write a subroutine using any variable names we wish and we know that they will not interfere with anything we have already set up in the main program.

This immediately poses a problem - what if we want the subroutine to do calculations for us that we can use in the main program? The following program uses arguments to do just that.

Example: a program that calculates the difference in volume between 2 spheres.

program vols

!Calculates difference in volume of 2 spheres

```

implicit none
real :: rad1,rad2,vol1,vol2
character :: response
do
print *, 'Please enter the two radii'
read *, rad1,rad2
call volume(rad1,vol1)
call volume(rad2,vol2)
write(*,10) 'The difference in volumes is, ',abs(vol1-
vol2)
10 format(a,2f10.3)
print *, 'Any more? - hit Y for yes, otherwise hit any
key'
read *, response
if (response /= 'Y' .and. response /= 'y') stop
end do
end program vols
!


---


subroutine volume(rad,vol)
implicit none
real :: rad,vol,pi
!calculates the volume of a sphere
pi=4.0*atan(1.0)
vol=4./3.*pi*rad*rad*rad
!It's a little quicker in processing to do r*r*r than
r**3!
end subroutine volume

```

When the program reaches the lines
call volume(rad1,vol1)

It jumps to the line

```
subroutine volume(rad,vol)
```

The values, rad1 and vol1 are passed to the subroutine. The subroutine calculates a value for the volume and when the line :

```
end subroutine volume
```

is reached, the value of the volume is returned to the main program

Points to notice - these are very important - please read carefully

.. You may have several subroutines in your program. Ideally, a subroutine should do a specific task - reflected by its name.

.. All the variables in subroutines, apart from the ones passed as arguments, are 'hidden' from the main program. That means that you can use the same names in your subroutine as in the main program and the values stored in each will be unaffected - unless the variable is passed as an argument to the subroutine.

.. It is very easy to forget to declare variables in subroutines. Always use implicit none in your subroutines to guard against this.

.. All the variables in the subroutine must be declared.

.. The positioning of the arguments (in this case, rad and vol) is important. The subroutine has no knowledge of what the variables are called in the main program. It is vital that the arguments agree both in position and type. So, if an argument to the

subroutine is real in the main program, it must also be real in the subroutine.

.. If an argument to the subroutine is an array, it must also be declared as an array in the subroutine.

Exercise 6.1

Write a program that calculates the difference in area between two triangles. Your program should prompt the user for the information it needs to do the calculation. Use a subroutine to calculate the actual area. Pass information to the subroutine using arguments.

6.4 User Defined Functions

We have already met FORTRAN intrinsic functions like `abs`, `cos`, `sqrt`. We can also define our own functions - they work in a similar way to subroutines.

As an example, let's write a program (`func.f90`) that does some trigonometry. As you know, the trig routines in FORTRAN use radians, not degrees - so it would be nice to write a function that does all the conversion for us.

```
print *, 'Enter a number'
read *, a
pi=4.0*atan(1.0)
print *, 'the sine of ',a,' is ',sin(a*pi/180)
```

In this snippet, we are having to code the conversion from degrees to radians directly into the main part of the program. That's OK for a 'one-off', but what if we needed to do the conversion several times. Now look at this:

```

program func
!demonstrates use of user defined functions
implicit none
integer, parameter :: ikind=selected_real_kind(p=15)
real (kind=ikind) :: deg,rads
print *, 'Enter an angle in degrees'
read *, deg
write(*,10) 'sin = ',sin(rads(deg))
write(*,10) 'tan = ',tan(rads(deg))
write(*,10) 'cos = ',cos(rads(deg))
10 format(a,f10.8)
end program func
!


---


function rads(degrees)
implicit none
integer, parameter :: ikind=selected_real_kind(p=15)
! returns radians
real (kind=ikind) :: pi,degrees,rads
pi=4.0_ikind*atan(1.0_ikind)
rads=(degrees*pi/180.0_ikind)
end function rads

```

What we have done, in effect, is to create our own function `rads`, which is used in an identical way to the intrinsic ones you have used already like `sqrt`, `cos`, and `abs`.

When the line

```
write(*,10) 'sin = ',sin(rads(deg))
```

is reached, the program jumps to

```
function rads(degrees)
```

the value, degrees, is passed to the function. The function does some computation, then finally returns the calculated value to the main program with the line

```
rads=(degrees*pi/180.0_ikind)
```

Note carefully that it doesn't return the value in the argument list (as does a subroutine) but actually assigns the value to its own name rads.

.. The function rads converts the value of the argument, degrees, to radians.

.. Notice that we must declare the data type of the function both in the main program, and in the function itself as if it were a variable.

.. Functions return one value. This value, when calculated, is assigned to the name of the function as if it were a variable -

```
rads=(degrees*pi/180.0_ikind)
```

Exercise 6.2

Write a program that includes a function called

```
real function average(n,list)
```

where n is integer and is the number of items in the list, and list is a real array.

Write suitable code for reading the numbers from a file (or keyboard), and output the average of the numbers.

Exercise 6.3

Write a program that allows a user to enter the size of a square matrix. In the program write a subroutine to compute a finite difference matrix. Ensure your output is neatly formatted in rows and columns.

So, for a 10 by 10 matrix, we expect output to look like this

```
 2 -1  0  0  0  0  0  0  0  0
-1  2 -1  0  0  0  0  0  0  0
 0 -1  2 -1  0  0  0  0  0  0
 0  0 -1  2 -1  0  0  0  0  0
 0  0  0 -1  2 -1  0  0  0  0
 0  0  0  0 -1  2 -1  0  0  0
 0  0  0  0  0 -1  2 -1  0  0
 0  0  0  0  0  0 -1  2 -1  0
 0  0  0  0  0  0  0 -1  2 -1
 0  0  0  0  0  0  0  0 -1  2
```

7 Advanced Topics

7.1 Aims

By the end of this worksheet you will be able to:

- .. Use array functions
- .. Create larger programs aided by "Flow Charts"

7.2 Array Functions

FORTRAN provides a number of intrinsic functions that are useful for working with arrays. Among these are some which are specifically aimed at working with matrices and vectors.

MATMUL Matrix/vector Matrix multiplication of two matrices or a matrix and a vector.

DOT_PRODUCT Vector Scalar (dot) product of two vectors

TRANSPOSE Matrix Transpose of a matrix MAXVAL Any array Maximum value of an array, or of all the elements along a specified dimension of an array.

MINVAL Any array Minimum value of an array, or of all the elements along a specified dimension of an array.

SUM Any array Sum of all the elements of an array, or of all the elements along a specified dimension of an array.

Program matrixmul.f90, demonstrates the use of these functions. Additionally, it includes two subroutines that are likely to be useful when handling matrix/array manipulations:

fill_array which fills the array elements and outputra which prints the values of the array elements to the screen. This program is also an example of dynamic memory allocation.

```

program matrixmul
!demonstrates use of matmul array function and dynamic
!allocation of array
  real, allocatable, dimension(:, :) :: ra1,ra2,ra3
  integer :: size
!initialize the arrays
  print*, 'Shows array manipulation using SQUARE arrays.'
  print*, 'Allocate the space for the array at run time.'
  print*, 'Enter the size of your array'
  read *, size
  allocate(ra1(size,size),ra2(size,size),ra3(size,size))
  print*, 'enter matrix elements for ra1 row by row'
  call fill_array(size,ra1)
  print*, 'enter matrix elements for ra2 row by row'
  call fill_array(size,ra2)
!echo the arrays
  print *, 'ra1'

```

```

call outputra(size,ra1)
print *,'ra2'
call outputra(size,ra2)
!demonstrate the use of matmul and transpose intrinsic
!functions
ra3=matmul(ra1,ra2)
print *,'matmul of ra1 and ra2'
call outputra(size,ra3)
ra3=transpose(ra1)
print *,'transpose of ra1'
call outputra(size,ra3)
deallocate(ra1,ra2,ra3)
end program matrixmul

!-----
subroutine outputra(size,ra)
implicit none
!will output a real square array nicely
integer :: size,row,col
real,dimension(size,size) :: ra
character :: reply*1
do row =1,size
write(*,10) (ra(row,col),col=1,size)
10 format(100f10.2)
!as we don't know how many numbers are to be output, specify
!more than we need - the rest are ignored
end do

print*,' _____ '
print*,'Hit a key and press enter to continue'
read *,reply
end subroutine outputra

```

```

!-----
subroutine fill_array(size,ra)
implicit none
!fills the array by prompting from keyboard
integer :: row,col,size
real :: num
real, dimension(size,size) :: ra
do row=1,size
do col=1,size
print *, row,col
read *,num
ra(row,col)=num
end do
end do
end subroutine fill_array

```

Exercise 7.1

Write a program to read in 2 square matrices (of any size). Confirm that the matrices obey the rule $(AB)^T = B^T A^T$ where A^T is the transpose of matrix A.

Exercise 7.2

Write a program that will read a 3 X 3 matrix from a data file. In the program, include a subroutine that will generate any cofactor cof of the matrix mat. Call the subroutine cofactor and use these arguments:

```

subroutine cofactor(i,j,mat,cof)
implicit none
real :: mat(3,3),minor(2,2),cof

```

```
integer :: elrow,elcol
! cof - the cofactor of matrix mat for element i,j
.
.
```

Exercise 7.3

Use the program you developed Exercise 7.2 to calculate the determinant of a 3 X 3 matrix.

7.3 Writing REAL programs - Flow Charts

Now that you know all the main elements of FORTRAN 90, you are in a position to apply your skills to writing REAL programs. Unlike most of the exercises in these worksheets, REAL programs tend to be rather large. In large programs, the underlying logic can often be difficult to follow.

It helps, therefore, both in the devising of a program and later in its maintenance, to have a plan of what you intend the program to do. Let's take, as an example, a program that works like a calculator.

The flowchart is shown on the next page. The logic of the program, as a whole, is clear. Details like what will happen in the subroutines is glossed over at this stage.

De-bugging Tips

Symptoms and probable causes

- .. Have you got rounding errors?
- Don't do floating point calculations using integers
- .. Are your calculations completely wrong?
- Initialise all your variables - don't forget arrays!

- Make sure your arrays are big enough to hold all the data.
- Check that arguments passed to subroutines agree exactly in size, type and position
- .. Is the program's logic working the way it should?
- You must not test floating point numbers for equality.

Example:

```
if (x == 1) then
```

does not work.

- Should you be using the absolute value of a calculation? Example:

```
if (abs(x-y)<.00001) then
```

- Don't have overly elaborate logical tests. It's probably better to test one or two things at a time rather than this sort of thing...

```
if (((x.AND.y).OR.z > 10).OR.(.NOT. xx < 0)) then ...
```

you might think you understood it when you wrote it, but imagine trying to figure out what's happening if the program breaks!

Wise precautions and time saving tips

- Don't try and write a complicated program all at once. Write it a piece at a time and check that each piece is working correctly before doing the next bit.
- Use 'implicit none' at the start of all programs and subroutines.
- If your program needs data to be entered by the user, you will save hours of time by taking the trouble to read in the data from a file rather than have the user - ie you key in the numbers. If you don't want to read from a

file then you can assign the numbers directly in the program.

- Always do a test for 'division by zero' when dividing.
- BE NEAT! Good programming is like plain speaking - there's no mileage in tricky, difficult to read code.

How to find the bugs

Use a print statement to print out the values within the program - take a look at this code...

```
x = x + 1
  z = x * y
print *, 'debug statement 1 value of x ,y,z', x,y,z
  do ii =1,10
    z = x * ii
    if (ii == 5) then
      print *, 'debug do loop value of z when I = 5' ,z
    end if
  end do
  if (z>2000) then
    print *, 'debug statement - z>2000 value of z ',z
    stop
  end if
```

Notice how we can print out values of specific variables, stopping the program if necessary.

Program Structure الهيكل العام لبرنامج فورتران

لاحظ المثال البسيط التالي :

program sum اسم البرنامج

real :: answer,x,y تعريف المتغيرات الرقمية الحقيقية

print *, "Enter two numbers" اظهار على الشاشة العبارة بين علاماتي الاقتباس ("")

read *, x قراءة معلومة في المتغير x من خلال لوحة المفاتيح

read *, y قراءة معلومة في المتغير y من خلال لوحة المفاتيح

answer=x+y اجراء عملية حسابية

print *, 'The total is ', answer طباعة ناتج العملية الحسابية

end نهاية البرنامج (اخر خطوة في البرنامج)

فالبرنامج بلغة البرمجة فورتران يبدأ بعبارة Program وينتهي

بعبارة END

Arithmetic العمليات الحسابية

العلامات الحسابية هي

+, - plus and minus الجمع والطرح

*, / multiply and divide الضرب والقسمة

** exponentiation (raise to the power) الأس

() brackets الاقواس

وتخضع لاسبقيات الاحتساب وكما هو معمول به مع الرياضيات

Variables المتغيرات

Integer :: لوصف المتغيرات الرقمية الصحيحة (بدون كسور)

Examples (1 , 99 , -99 , 10)

Real :: لوصف المتغيرات الرقمية الحقيقية (بوجود كسور)

Examples (1.5 , 99.325 , -99.3 , 10.7)

Intrinsic Functions الدوال الداخلية

توفر لغة البرمجة فورتران مجموعة كبيرة من الدوال الداخلية والتي تتيح للمبرمج استخدامها مباشرة منها على سبيل المثال :

`sin(x)` الجيب

`cos(x)` الجيب تمام

`tan(x)` الظل

`atan(x)` معاكس الظل

`abs(x)` القيمة المطلقة

`sqrt(x)` الجذر التربيعي

`Int(x)` للحصول على القيمة الصحيحة من عدد حقيقي

Example `int(7.4) → 7`

`Mod(a/b)` للحصول على باقي القسمة

Example `mod(17/4) → 1`

جميع الزوايا المستخدمة في الدوال الخاصة بالزوايا اعلاه يجب ان تكون Radian (1 radian = 180/Pi degrees).

مثال لتحويل قياس الزوايا

```
real :: a,pi
```

```
print *,'Enter an angle between 0 and 90'
```

```
read *, a
```

```
pi=4.0*atan(1.0)
```

```
print *,'the sine of ',a,' is ',sin(a*pi/180)
```

```
end
```

Making decision اتخاذ القرار

If statement

: الصيغة العامة لها هي

```
If ( condition ) Then
```

مجموعة الجمل في حالة تحقق الشرط

```
Else
```

مجموعة الجمل في حالة عدم تحقق الشرط

```
Endif
```

العلاقات المستخدمة في الشرط هي

== equal to للمساواة

/= not equal to لا يساوي

< less than اقل من

<= less than or equal to اقل من او يساوي

> greater than اكبر من

>= greater than or equal to اكبر من او يساوي

Example

if (y > z) then

الجمل المنفذة اذا تحقق الشرط

end if

The do loop

توفر لغة فورتران لتكرار جملة معينة او عدد من الجمل عدد من
المرات من خلال استخدام Do .. Loop

الصيغة العامة

DO variable=sv,ev,step

حيث ان

Sv = start value القيمة الاولى

Ev = end value القيمة الاخيرة

Step = مقدار الزيادة بعد كل خطوة

مع ملاحظة ان جميع القيم اعلاه يمكن ان تكون موجبة او سالبة

Example1

Do k = 1,10

الجمل المكررة

End do

في المثال اعلاه تكرر الجمل عشرة مرات وتكون قيمة المتغير

K (1,2,3,....,10)

في كل خطوة من خطوات التكرار اي بزيادة 1 في كل خطوة

Example2

Do k = 1,10,2

الجملة المكررة

End do

في المثال اعلاه تكرر الجملة خمسة مرات وتكون قيمة المتغير

K (1,3,5,7,9)

في كل خطوة من خطوات التكرار اي بزيادة 2 في كل خطوة

Example1

Do k = -10,1,-1

الجملة المكررة

End do

في المثال اعلاه تكرر الجملة عشرة مرات وتكون قيمة المتغير

K (10,9,8,7,....,1)

في كل خطوة من خطوات التكرار اي بزيادة (-1) في كل خطوة

Arrays المصفوفات

المصفوفات في البرمجة هي لحجز عدد متتالي من الخلايا في الذاكرة :

Examples :

Real :: A(5) لحجز 5 خلايا من النوع الرقمي الحقيقي

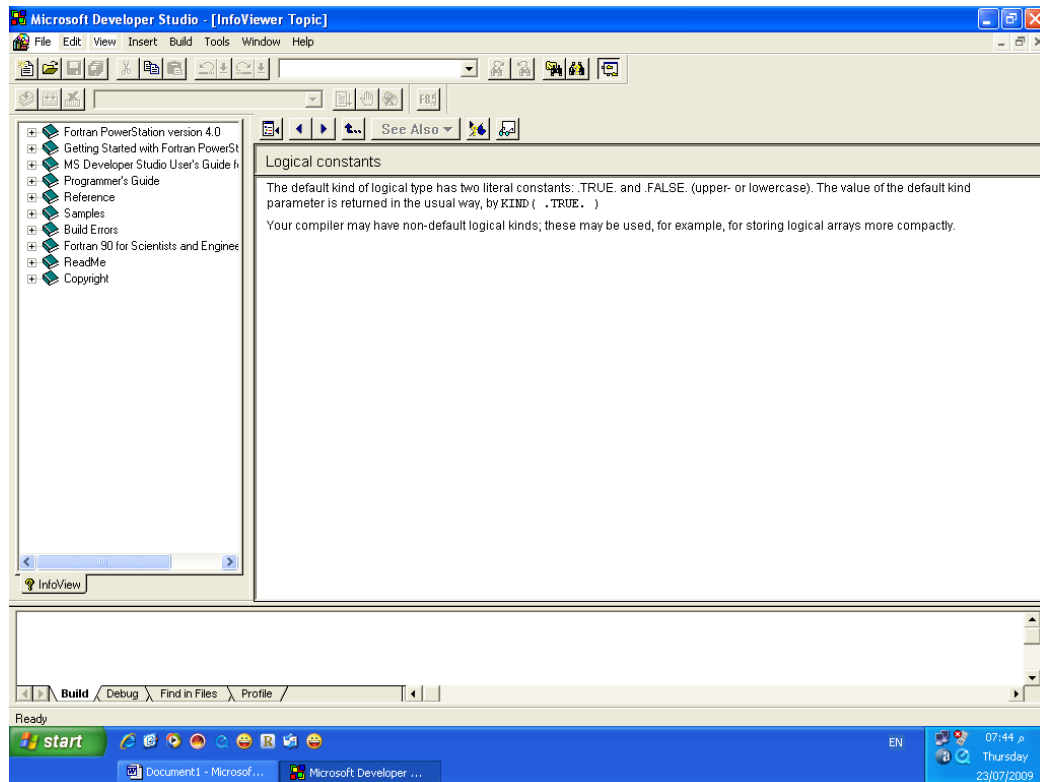
A(1)
A(2)
A(3)
A(4)
A(5)

Integer :: B(20) لحجز 20 خلية من النوع الرقمي الصحيح

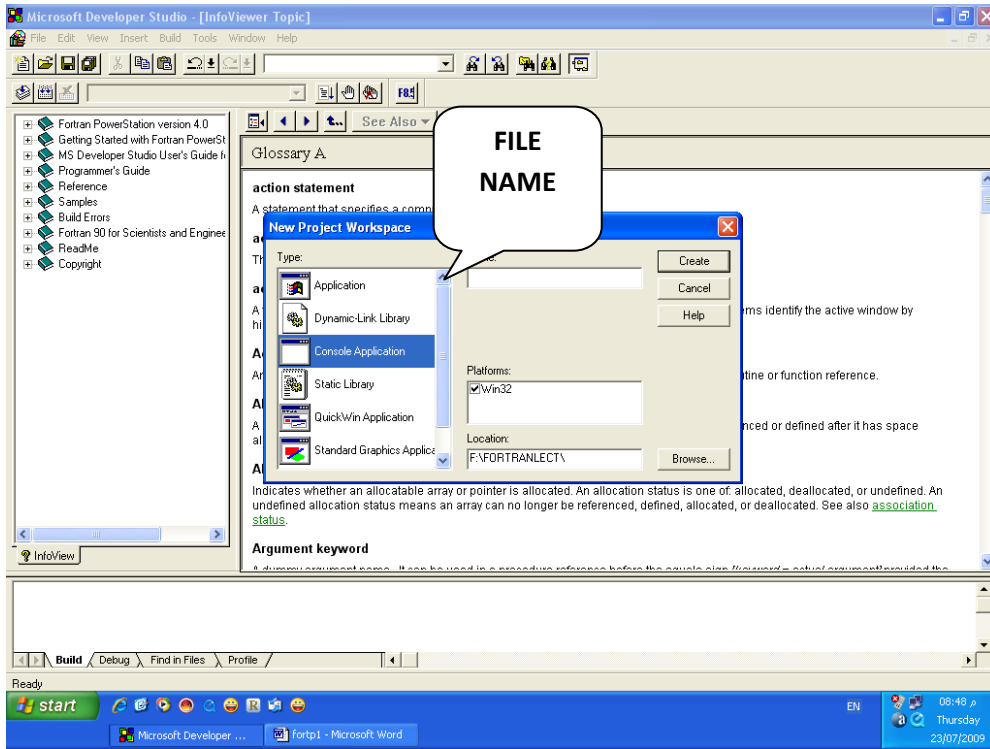
التعرف على واجهة لغة فورتران 90 واستخداماتها من خلال كتابة برنامج بسيط (ايجاد مساحة المربع)

To write anew FORTRAN program follow the following steps

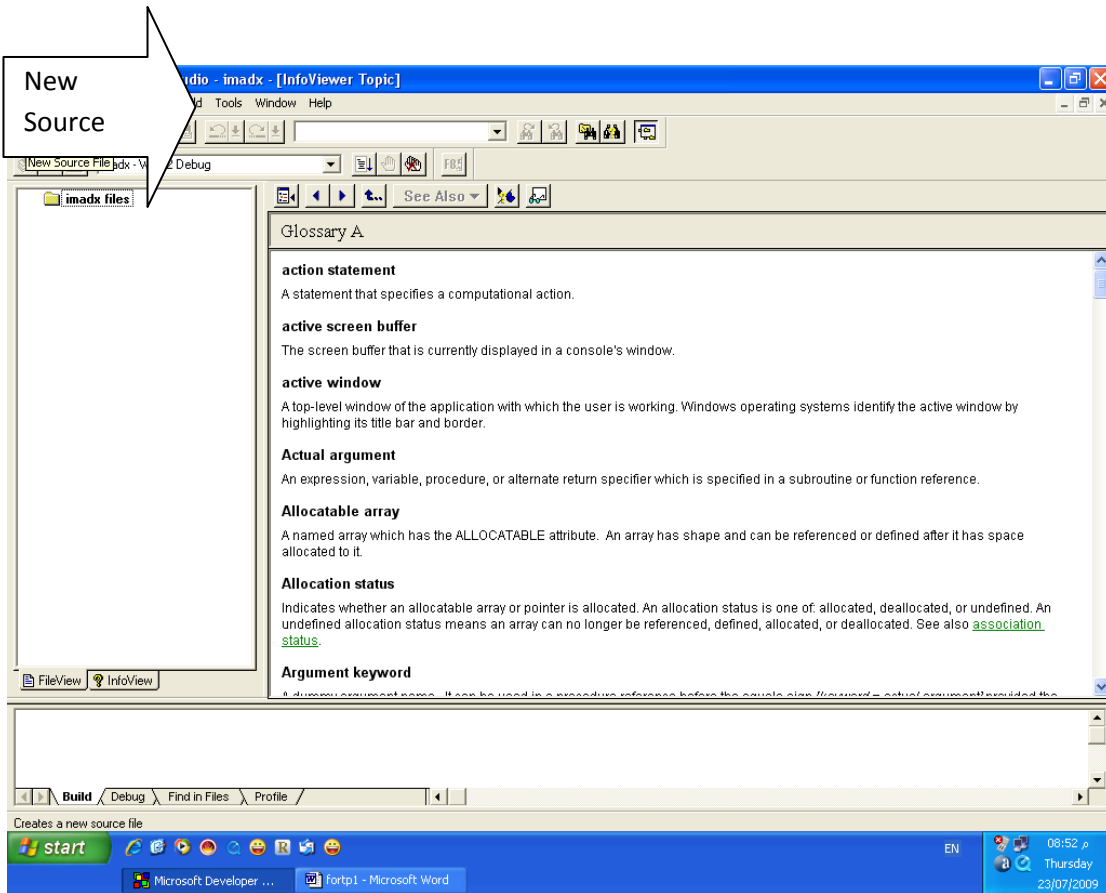
1 – After executing Fortran 90 compiler the following screen will appear



2 – From File menu select NEW -> PROJECT WORKSPACE -> Console application after entering the project name then choose Create



3 -The following screen will appear then choose New Source file



4 – Write the source code then

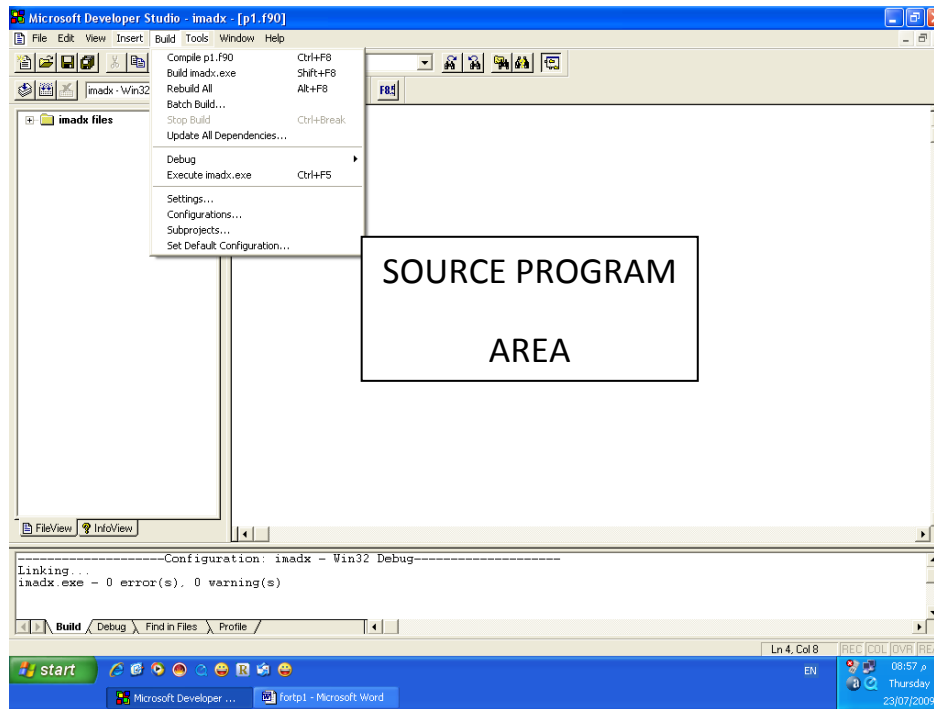
File -> save as -> file name

5 – Compile the source code by choosing

Build → Compile filename

6 – If the source program is error free then execute the program by choosing

Build → Execute program name



SUMMERY:

To write a program using FORTRAN 90 programming language, follow the following steps

- 1) Create a project workspace. FILE → NEW → Project Workspace
- 2) Write the source program. (Inside the source program area)
- 3) Compile the source program. BUILD → COMPILE
- 4) Execute the program. BUILD → EXECUTE

Program P1

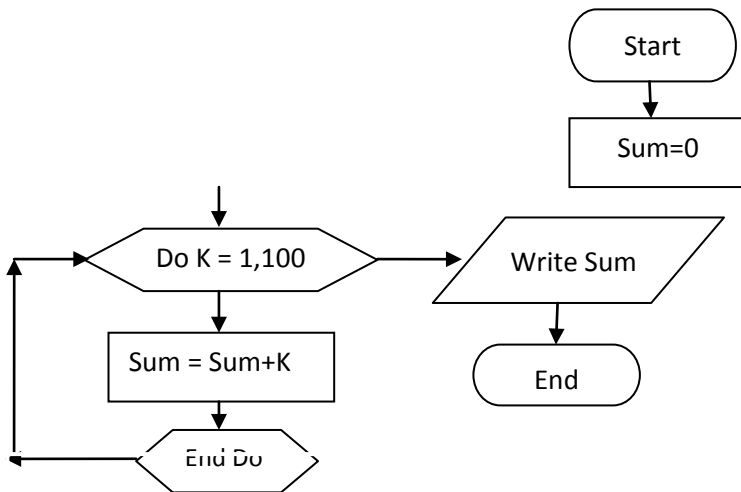
```

Integer:: K,Sum
Do K = 1,100
    Sum = Sum + K
End do
Print *,Sum
End
  
```

امثلة محلولة

1) ارسم المخطط الانسيابي لاجاد مجموع الاعداد 1 100 ثم حول المخطط للغة البرمجة فورتران باستخدام

Do Loop



Program P2

Integer:: K,S

Real :: Y,X

$$Y = 7 - X - X^3 + X^5 - \dots \dots \dots X^n$$

S = 1

Read *,X,n

Do K = 1,n

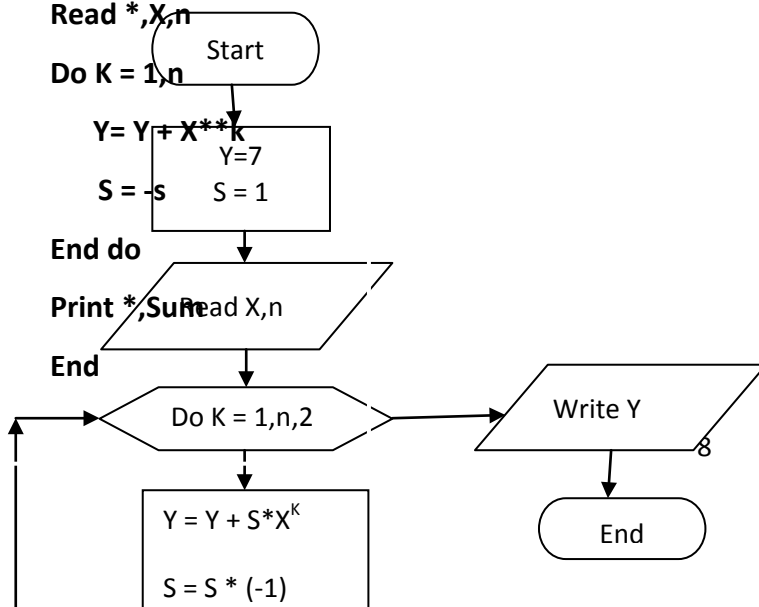
```

Y = Y + X**K
S = S * (-1)
  
```

End do

Print *,Sum

End



2) ارسم المخطط الانسيابي لايجاد مجموع الاعداد 1 100 ثم حول المخطط للغة البرمجة فورتران باستخدام

Do Loop

Program P1

Integer:: K,Sum

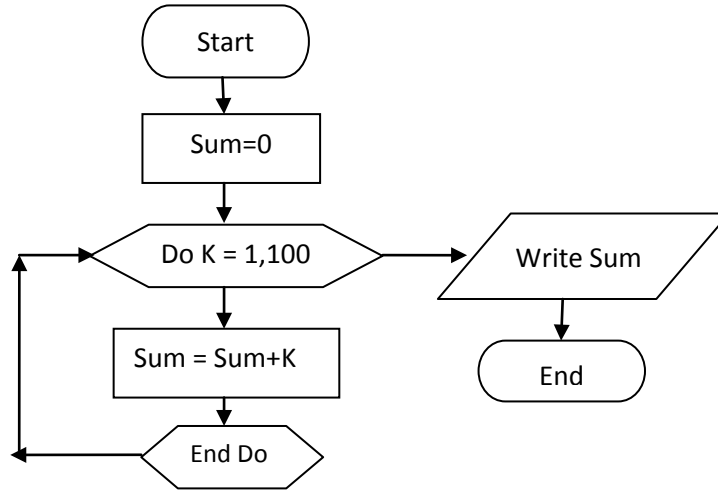
Do K = 1,100

Sum = Sum + K

End do

Print *,Sum

End



3) ارسم المخطط الانسيابي لحل المعادلة التالية ثم حول المخطط للغة البرمجة فورتران باستخدام

Do Loop

$$Y = 7 + X - X^3 + X^5 - \dots X^n$$

Program P2

Integer:: K,S

Real :: Y,X

Y = 7

S = 1

Read *,X,n

Do K = 1,100

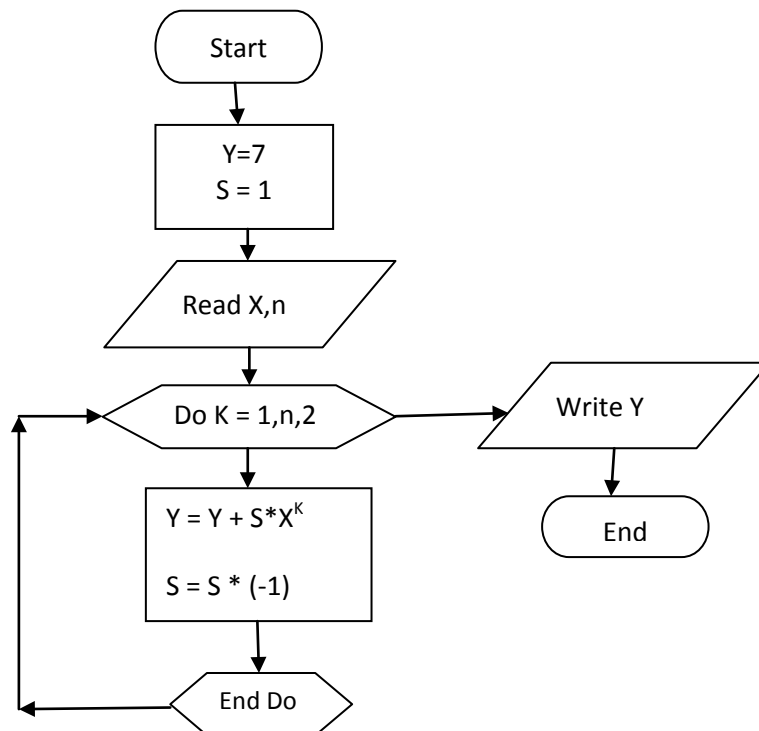
Y = Y + X^k

S = S * (-1)

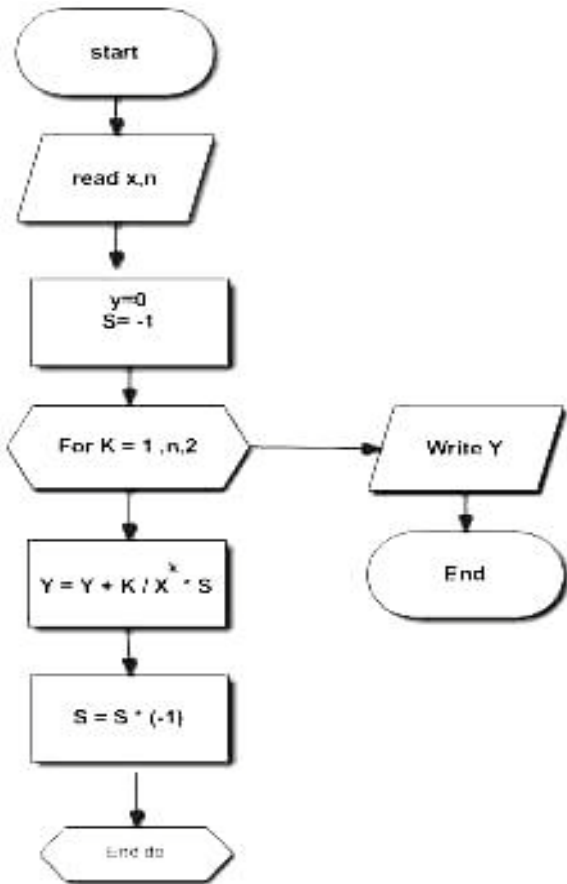
End do

Print *,Sum

End



$$Y = -\frac{1}{X} + \frac{3}{X^3} - \frac{5}{X^5} + \dots + \frac{n}{X^n}$$

**Program P2**

Real :: X, Y

Integer :: K,S

Read *,X,n

Do K = 1 ,n,2

Y = Y + K / X^k * s

S = - S

Enddo

Print *, Y

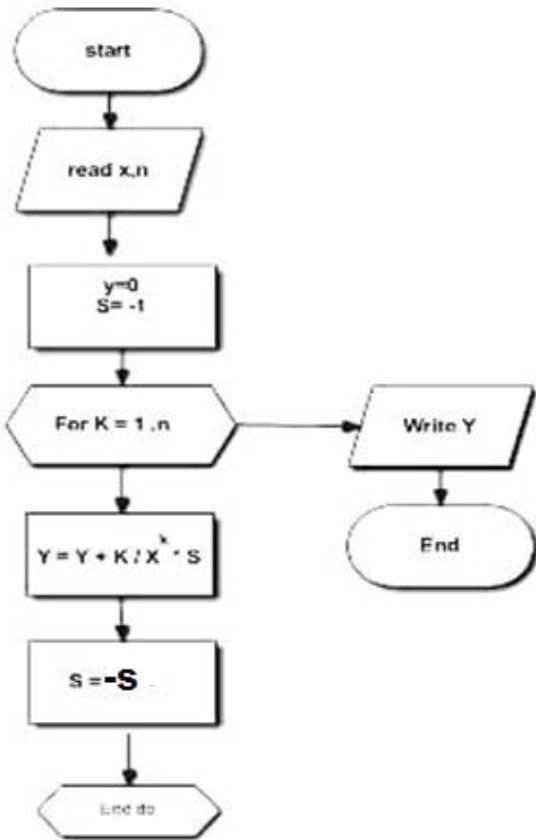
End

For X = 2 , N = 7

n	X	K	S	Y
7	2			0
		1	-1	0 - (1 / 2)
		3	1	0 - (1 / 2) + (3/2 ³)
		5	-1	0 - (1 / 2) + (3/2 ³) - (5/2 ⁵)
		7	1	0 - (1 / 2) + (3/2 ³) + (5/2 ⁵) + (7/2 ⁷)
		9	-1	

$$Y = -\left(\frac{1}{2}\right) + \left(\frac{3}{2^3}\right) + \left(\frac{5}{2^5}\right) + \left(\frac{7}{2^7}\right)$$

$$Y = -\frac{1}{X} + \frac{2}{X^3} - \frac{3}{X^5} + \frac{4}{X^7} \dots \dots \dots \frac{n}{X^{2n-1}}$$

**Program P2**

Real :: X, Y

Integer :: K,S

Read *,X,n

Do K = 1 ,N

Y = Y + K / X^k * s

S = - S

Enddo

Print *, Y

End

for X = 2 , N = 4

n	X	K	S	Y
4	2			0
		1	-1	0 - (1 / 2)
		2	1	0 - (1 / 2) + (2/2 ³)
		3	-1	0 - (1 / 2) + (2/2 ³) - (3/2 ⁵)
		4	1	0 - (1 / 2) + (2/2 ³) + (3/2 ⁵) + (4/2 ⁷)
		5	-1	

$$Y = - (1 / 2) + (2/2^3) + (3/2^5) + (4/2^7)$$

7 (اكتب برنامج بلغة البرمجة فورتران 90 لاداء المهام التالية:

- قراءة 10 اعداد مختلفة.
- ايجاد مجموع الارقام السالبة.

البرنامج :

نفرض ان العدد = NUM

مجموع الاعداد السالبة = Nsum

عدد التكرار = K

Program P1

Real :: Num , Nsum

Integer :: K

Nsum = 0

Do k = 1 , 10

Read *,Num

IF (Num < 0) Then

Nsum = Nsum + Num

ENDIF

Enddo

Print *," Nsum = ",Nsum

End

8) اكتب برنامج بلغة البرمجة فورتران 90 لاداء المهام التالية:

- قراءة 10 اعداد مختلفة.
- ايجاد معدل الاعداد السالبة.

البرنامج :

NUM = نفرض ان العدد

Nsum = مجموع الاعداد السالبة

K = عدد التكرار

Ncnt = عدد الارقام السالبة

Nsum / Ncnt = المعدل

Program P1

Real :: Num , Nsum

Integer :: K , Ncnt

Nsum = 0

Ncnt = 0

Do k = 1 , 10

Read *,Num

IF (Num < 0) Then

Nsum = Nsum + Num

Ncnt = Ncnt + 1

ENDIF

Enddo

Print *," Naverage = ", Nsum / Ncnt

End

9 (اكتب برنامج بلغة البرمجة فورتران 90 لاداء المهام التالية:

- قراءة 10 اعداد مختلفة.
- ايجاد معدل الاعداد السالبة.
- ايجاد معدل الاعداد الموجبة.

البرنامج :

= NUM نقرض ان العدد
= Nsum مجموع الاعداد السالبة
= Psum مجموع الاعداد الموجبة
= K اعداد التكرار
= Ncnt اعداد الاعداد السالبة
= Pcnt اعداد الاعداد الموجبة
= Nsum / Ncnt معدل الاعداد السالبة
= Psum / Pcnt معدل الاعداد الموجبة

Program P1

Real :: Num , Nsum

Integer :: K , Ncnt

Nsum = 0

Ncnt = 0

Do k = 1 , 10

 Read *,Num

 IF (Num < 0) Then

 Nsum = Nsum + Num

 Ncnt = Ncnt + 1

 Else

 Psum = psum + Num

 Pcnt = pcnt + 1

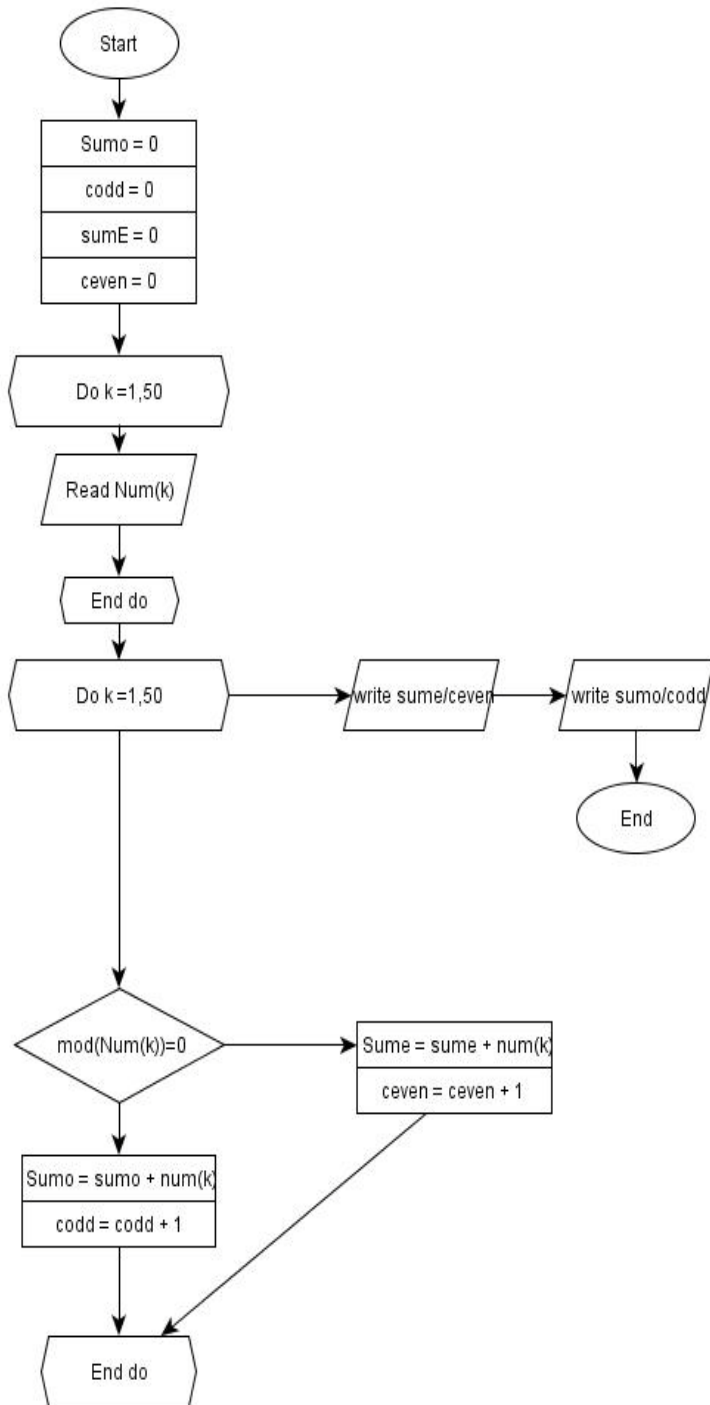
 ENDIF

Enddo

Print *, " Naverage = ", Nsum / Ncnt , " Paverage ", Psum / Pcnt

End

10) ارسم المخطط الانسيابي لقراءة 50 رقم مختلف في مصفوفة وايجاد معدل الارقام الفردية والارقام الزوجية ثم حول المخطط الى لغة البرمجة فورتران باستخدام Do loop



Sumo = مجموع الارقام الفردية
Sume = مجموع الارقام الزوجية
Codd = عدد الارقام الفردية
Ceven = عدد الارقام الزوجية

Program EvenOdd

Integer :: k,Ceven,Codd

Real :: Sumo,Sume.Num(50)

Sumo = 0

Sume = 0

Codd = 0

Ceven = 0

Do k = 1,50

Read *,Num(k)

End do

Do k = 1,50

If (mod(Num(k)) = 0) then

Sume = Sume + Num

Codd = Ceven + 1

Endif

If (mod(Num(k)) .NE. 0) then

Sumo = Sumo + Num

Codd = Codd + 1

Endif

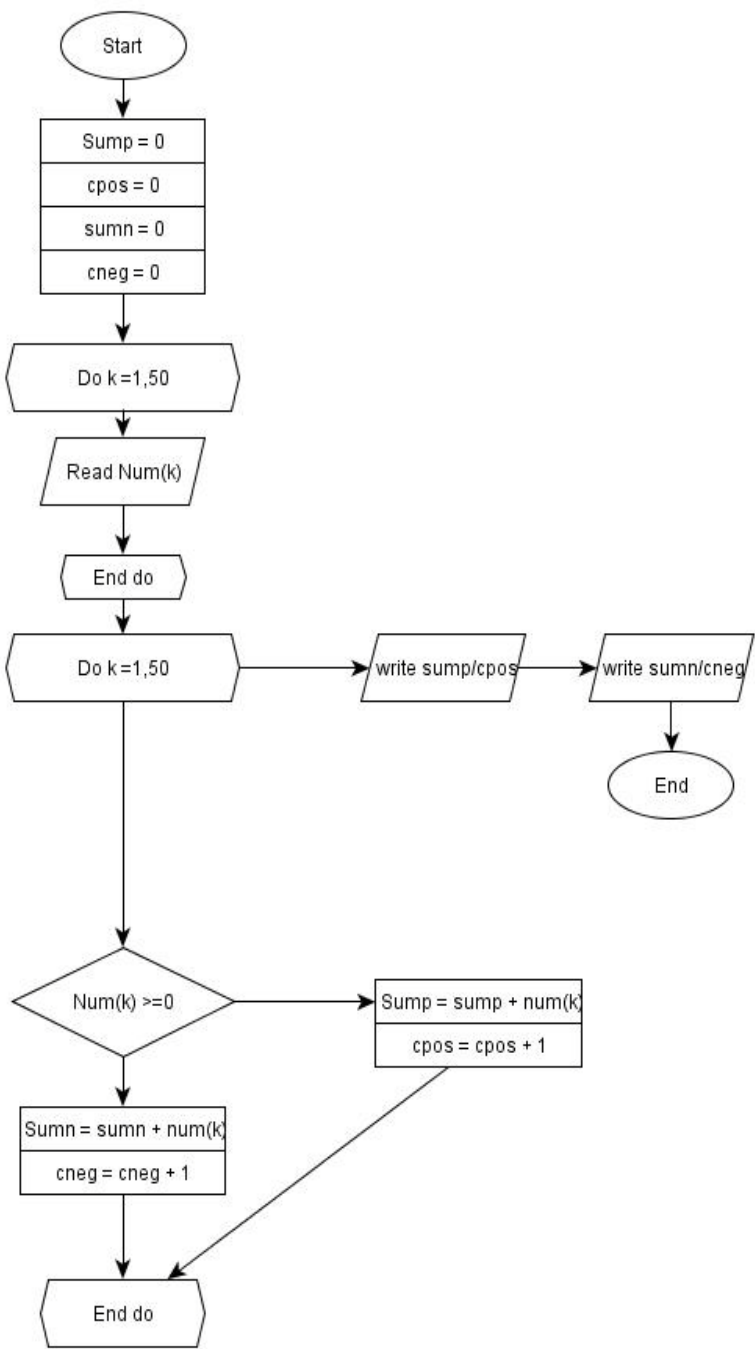
Enddo

Write *, " odd Average = ",Sumo/Codd

Write *, " Even Average = ",Sume/Ceven

End

11) ارسم المخطط الانسيابي لقراءة 50 رقم مختلف في مصفوفة وايجاد معدل الارقام الموجبة والارقام السالبة ثم حول المخطط الى لغة البرمجة فورتران باستخدام Do ... Loop



Sump = مجموع الارقام السالبة
 Sumn = مجموع الارقام الموجبة
 Cneg = عدد الارقام السالبة
 Cpos = عدد الارقام الموجبة

```

Program P4
Integer :: k,Cpos,Cneg
Real :: Sump,Sumn.Num(50)
Sumn = 0
Sump = 0
Cneg = 0
Cpos = 0
Do k = 1,50
  Read *,Num(k)
End do
Do k = 1,50
  If (Num(k) >= 0) then
    Sump = Sump + Num(k)
    Cpos = Cpos + 1
  Endif
  If (Num(k) < 0) then
    Sumn = Sumn + Num(k)
    Cneg = Cneg + 1
  Endif
Enddo
Write *, "Average neg = ",Sumn/Cneg
Write *, "Average pos = "
  
```

12) ارسم المخطط الانسيابي لايجاد مفكوك اي عدد صحيح ثم حول المخطط الى برنامج بلغة البرمجة فورتران باستخدام Do ...Loop

Program Fact

Integer :: K,Num,Fact

Fact = 1

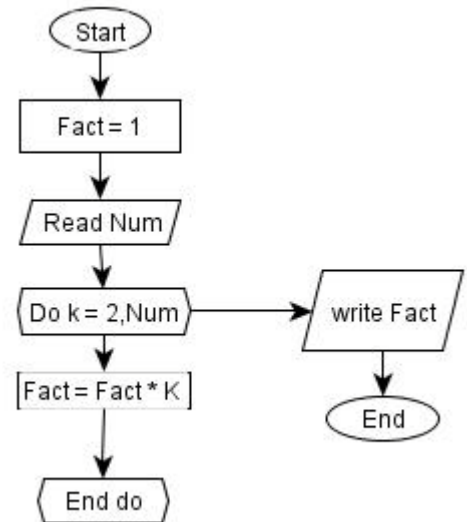
Do K = 2,Num

 Fact = Fact * K

End do

Print *, "Factorial =", Fact

End



13) كتابة وتنفيذ برنامج لقراءة 50 درجة حرارة مختلفة وايجاد المعدل (بدون استخدام المصفوفات)

program prog7

Integer::C

Real :: Temp,AVGTEMP,Sum

Sum = 0

do c = 1,50

 print *, "Please input Temp",C

 Read *, Temp

 Sum = Sum + Temp

 enddo

 Avgtemp = sum / 50

 print *, "Average = ",Avgtemp

end

كتابة وتنفيذ برنامج لقراءة
المعدل (باستخدام المصفوفات)

50 درجة حرارة مختلفة و ايجاد

program prog8

Integer::C

Real :: Temp(50),AVGTEMP,Sum

Sum = 0

do c = 1,50

print *, "Please input Temp",C

Read *, Temp(c)

enddo

do c = 1,50

Sum = Sum + Temp(c)

enddo

Avgtemp = sum / 50

print *, "Average = ",Avgtemp

end